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COMMODORE FORMAT

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ISSUE 36 ● £2.50 ● SEPTEMBER 1993

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SIDE 1
1 STARRAY
2 SUBURBAN COMMANDO
36 tape
FLASHLOAD

POWERPACK'D

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- **FLASHLOAD** FULL UTILITY
- **SQUIBBLY SKWOB** FULL GAME
- **SUBURBAN COMMANDO** DEMO
- **BREAKTHROUGH** DEMO

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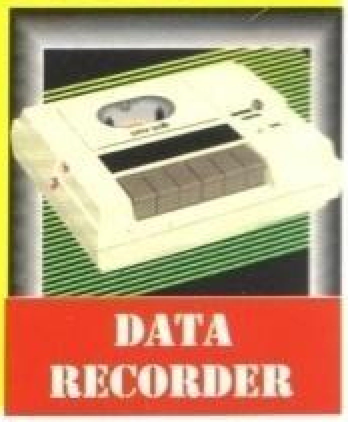

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Hutch would like to thank: The flexible opening hours and pay–as–you–drink scheme at *The Loft*
Ollie would like to thank: Bacon Dan
Clur would like to like: Kevin Rose
Lisa would like to thank: Cadburys

CONTE

10 CHARTS

What's up, what's down, what's stationary and what's Sophie up to in Home and Away?

13 NEWS

All the latest news of what's breaking in Commodore land.

14 PREVIEW

Alien is coming and we've got this exclusive preview of Virgin's newest original release.

16 THE ULTIMATE FLIGHT SIM

Simon Forestor knows lots about squirrels, polygons, the Bosnian crisis, Vanessa Paradis and planes. We decided to test his knowledge of the latter and asked him what the ultimate flight simulator would look and fly like?

19 BACK IN THE DHSS...

There comes a stage in every game character's life when the work stops flooding in. We sent Stuart Campbell off with a clipboard and a Thermos™ flask to track down those out–of–luck 64 folk. This then, is their sad story.

56 GUNSHIP

Kixx XL

Microprose' helicopter flight simulator gets the CF treatment. Thrill to Hutch's references to choppers. Gasp as he crashes continually.

58 COMPILATIONS

Zepplin

Two German compilations *Games Machine* and *Sport Top Ten*, each stuffed full with ten games. Are they any cop or are they ten yawners?

p.63

60 MATCH OF THE DAY

Zepplin

Cue nasal commentors voice: *Where do all the footballers go at the end of the season? Find out in this, the latest footy game.*

p.6

62 OP. STEALTH

Kixx

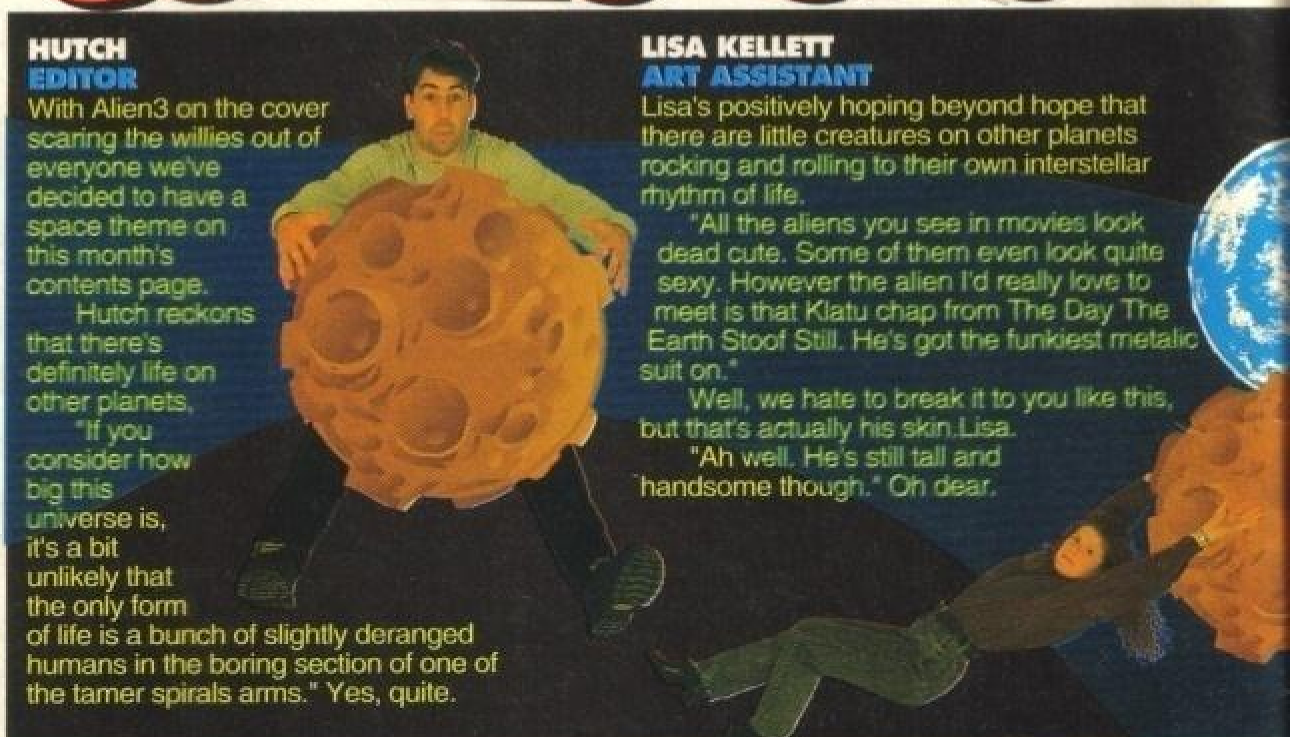
Quiet flitty escapades in an aeroplane.

63 BEE 52

CodeMasters

Fine flitting action with a spit–powered bee. Odd

Commodore Fo



HUTCH
EDITOR

With Alien3 on the cover scaring the willies out of everyone we've decided to have a space theme on this month's contents page.

Hutch reckons that there's definitely life on other planets.

"If you consider how big this universe is, it's a bit unlikely that the only form of life is a bunch of slightly deranged humans in the boring section of one of the tamer spirals arms." Yes, quite.

LISA KELLETT
ART ASSISTANT

Lisa's positively hoping beyond hope that there are little creatures on other planets rocking and rolling to their own interstellar rhythm of life.

"All the aliens you see in movies look dead cute. Some of them even look quite sexy. However the alien I'd really love to meet is that Klatu chap from The Day The Earth Stoof Still. He's got the funkiest metalic suit on."

Well, we hate to break it to you like this, but that's actually his skin.Lisa.

"Ah well. He's still tall and handsome though." Oh dear.

NTS

21 LETTERS
The Mighty Brain answers all your C64 related questions. And throbs a bit.

25 LET'S MAKE A MONSTER
New levels, new monsters, new bounce effects, new shoes and a smattering of large pink poles; Mayhem in Monsterland's one month away from completion.

28 SUBSCRIPTIONS
Get *Commodore Format* delivered post-haste.

29 TECHIE TIPS
All those wonderful programs and routines, brought to you by Jason Finch.

32 DR FINCH
Brand new page! Jason investigates a different technical topic every month. This month: loaders and pointers ➶➷➸➹.

46 INSIDE YOUR 64
Ever wondered just what lurks beneath your 64's fetching brown case? Hutch did. In fact he was so intrigued that he whipped the lid off one and rudely pointed a torch at its inner bits.

50 PD FORMAT
Our monthly venture into the world of the freebie game. This month, Hex Heroes.

52 MAIL ORDER
The Commodore Superstore is open, all hours.

52 COMPO
Some Suburban Commando goodies up for grabs.

54 BUY-A-RAMA
CF's equivalent of *Exchange and Mart*.

66 NEXT MONTH
Have a crazy guess; it's a bit obvious.

GAMEBUSTERS

We're too good to you lot really. Last month's SOS Special was so well received that we've decided to do it all over again. Andy Roberts is our man with the sore trigger finger and a very well used Action Replay cartridge.

33 GB INTRO Where to find which cheats and how to use them.
34 SIMPSONS Part two of the solution.
36 CARNAGE Cheat to beat better!
37 101 POKES More techy bit wibblers for game losers everywhere.
38 MORE SOS Moonwalker, Addams Family and tons more groovy cheats.
40 LISTO/POKERAMA Squillions of quick cheats for big cheats.
41 STREET FIGHTER 2 Hutch delivers the low down on SF2 in four installments, this month Chun Li, Ken and Ryu.
42 LETHAL WEAPON Secret Rooms.
44 COOL WORLD Mapped – Part One.

TERRDON
MATCH

1 FULL GAME
COMMODORE FORMAT
STARRAY
PLUS
POWER PACK
2 DEMOS
BREAKTHROUGH
SUBURBAN COMMANDO
PLUS
SQUIBBLY SKWOB
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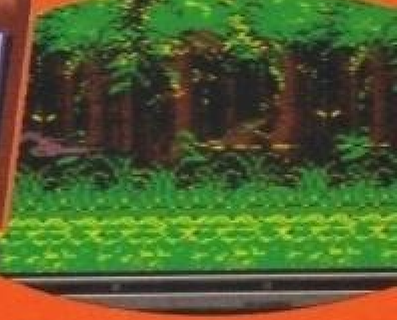


POWERPACK PAGES

STARRAY
Side One
Tape count 000
Fan of Defender? Like killing endless numbers of aliens while flying sideways. Try this for size.

BREAK THROUGH
Side Two Tape count 070
Joystick wibbling arcade action.

SUBURBAN COMMANDO
Side One Tape count 060
Arcade romping and cavorting with Hulk Hogan.

SQUIBBLY SKWOB
Side Two Count 000
Nutty Smash TV style game with plenty of zapping action.

AUTORUN & FLASHLOAD
Side Two Tape count 110
Two great tape speed–up utilities.

rmat in space!

CLUR HODGSON
STAFF WRITER
Clur hopes that there's life on other planets. "Dave's managed to get me really involved in all the next Generation TV programs. I'd love to be able to actually come face to face with a Clingon. They think they're the toughest race in the universe. Well, they havn't met me yet". We could just picture Clur, standing on the bridge of the Enterprise telling Jean-Luc off for not putting enough sugar in her tea.

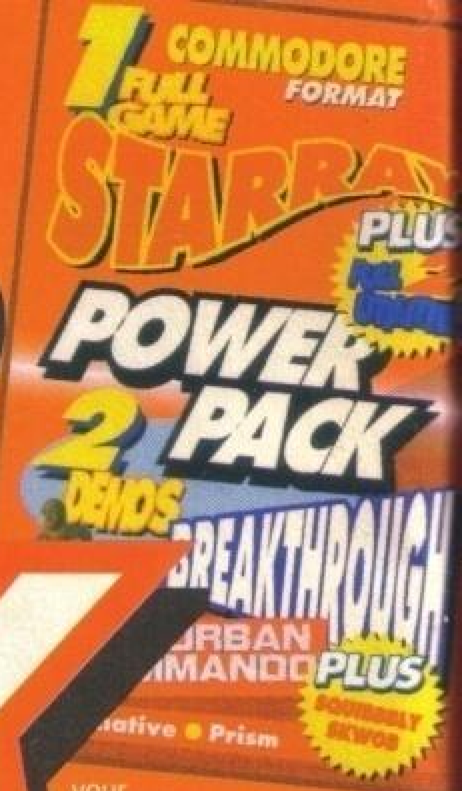
OLLIE ALDERTON
ART EDITOR
Our Art Ed's really,hoping that there some extra–terrestrial thingies floating through the outer cosmos; he thinks.they'll be squiggly tentactly blob monsters with seven eyes, four heads, nine feet and large overdraft."

But how can you be so certain?

"Well, playing in goal you get plenty of time to muse about these sorts of things and after much deliberation and eight consecutive losses I found one in my defence."

SIMON FORESTER
STAFF WRITER
"Oh, there are definitely aliens out there; they're kebab shaped and they spend there time hanging out on the end of skewers in butcher's shops windows."

"Generally speaking, they're a peacful bunch, but if you try and eat one they'll poison you."



POWER PACK

36

In years to come you'll look back on these days and say to yourself, "Nope, it's a complete mystery, who are you again?" To find out the answer to this and other questions, read on.

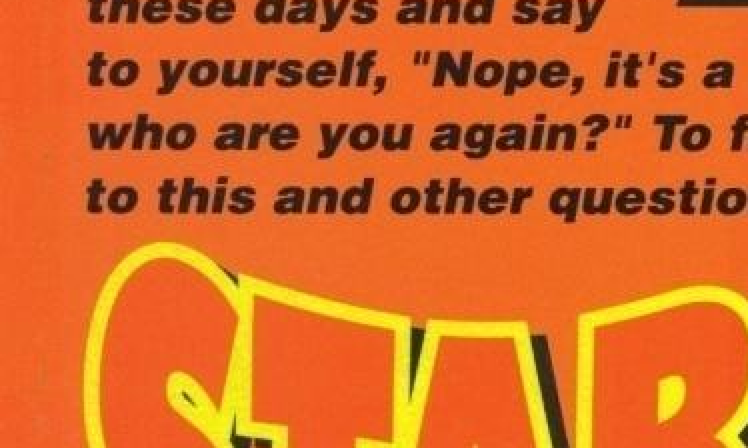
FULL GAME

STARRAY

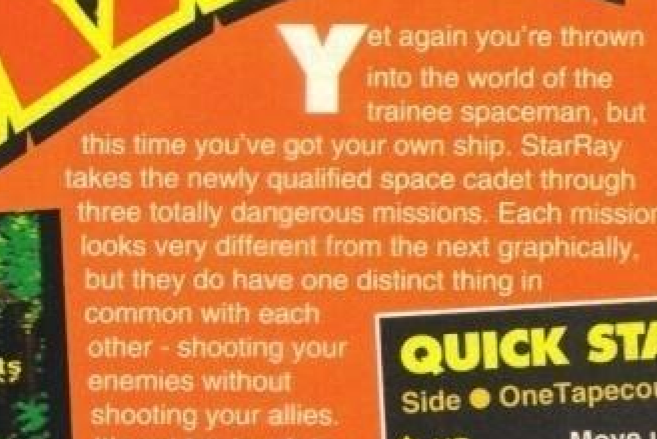
Yet again you're thrown into the world of the trainee spaceman, but this time you've got your own ship. StarRay takes the newly qualified space cadet through three totally dangerous missions. Each mission looks very different from the next graphically, but they do have one distinct thing in common with each other - shooting your enemies without shooting your allies. It's not too tough to tell them apart, your enemies tend to whizz around the place while the things you're protecting stay pretty static.

There are two ways of destroying the baddies — either by blasting them with your laser gun or by using one of your vaporisers (hit space) to dissolve everything in sight. Some of your enemies drop power--ups when destroyed, so pick the bonus balls up for special weapons and other goodies.

If you look to the bottom left of the screen you'll see a pretty black thing with white dots on it. This isn't some attempt at modern art, but a radar map of the whole area, on which the white dots are the enemy. If you see one of them getting far to close to a power cell (or what ever it is you're protecting) run over there pretty darn quick and blast him to smithereens. Destroying all the baddies on a level will take you to the next level, where there'll be a few more baddies who move a bit faster than in level one. Destroy all these and you'll find more and faster enemies in the next level. And so it goes on as the difficulty progresses. Blast 'em cowboy. Yee harr!



I hate little flying insects at the best of times.



If the Aliens get all your power points you've had it.

QUICK START INFO

Side ● OneTapecount ● 000 ● Joystick

⬆ UP	Move up
⬇ DOWN	Move down
⬅ LEFT	Move left
➡ RIGHT	Move right
● FIRE	Fire Laser
■ SPACE	Activate vaporisers

PICK-UPS

Each letter on the pick up's represents a different bonus:

A - Improved acceleration.
V - Maximum speed increased.
T - You can fire more rapidly.
P - Your laser gets greater penetrating power.
C - Continuous fire for 100 shots.
I - Invulnerability for 10 seconds.
B - Bonus points.

VITAL STATISTIX

GAME	*Star Ray*
ORIGINAL RELEASE	March 89
ORIGINAL LABEL	Prism Leisure
PROGRAMMED BY	Hidden Treasure
GENRE	Shoot'em-up
DIFFICULTY	Medium

OPTIONS SCREEN

You can reach the option screen at any point during the game by hitting F7. The screen offers you:

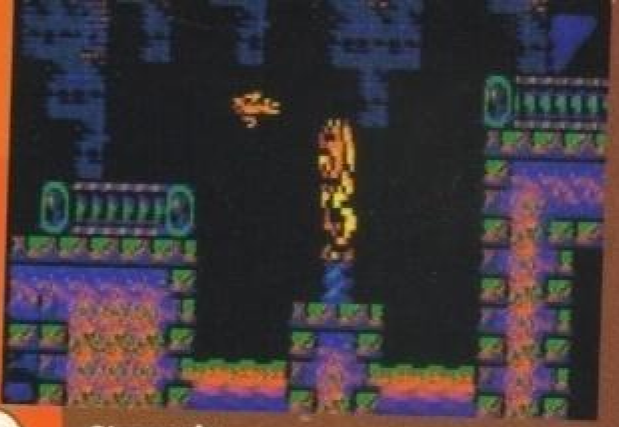
RESUME go back and play exactly from where you left it.

SOUND FX ON/OFF Without sound StarRay is both quicker and tougher. Serious speed.

LAST GAME OFF/ON With this switched on the game will stop running once you've lost all your lives. The only way open to play another game is to switch off and load the whole kaboodle again. (Good for those who are lacking in the will power department when it comes to switching the 64 off and going to bed.)

RESTART AT LEVEL 1/2/3/4 This enables you to start on any of the first four levels of the game. But only on level one is your shield

SUBURBAN COMMANDO



Strangely enough, those walls are oddly reminiscent of my Kenwood hi-fi.

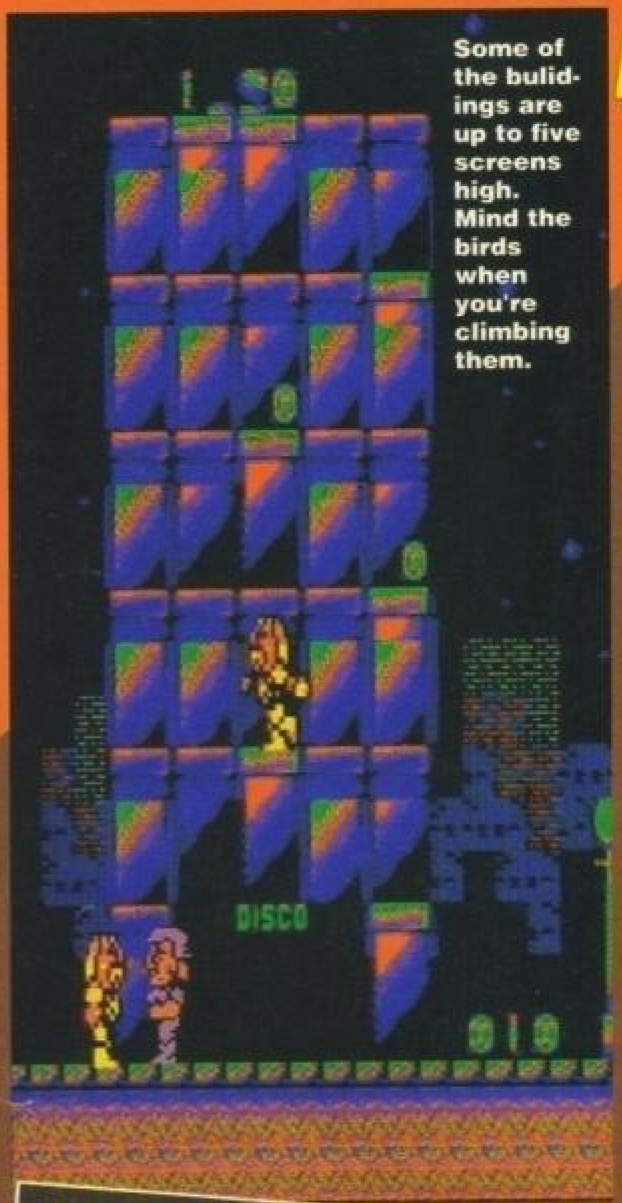
DEMO

Compliments of Alternative Software, we at the one and only *Commodore Format* bring you the huge third level of Suburban Commando, Alternative's great action adventure game. The demo takes you to a point in the middle of the game roaming around the streets, car parks, underground, delis, riot battlegrounds and skyscrapers of Los Angeles.

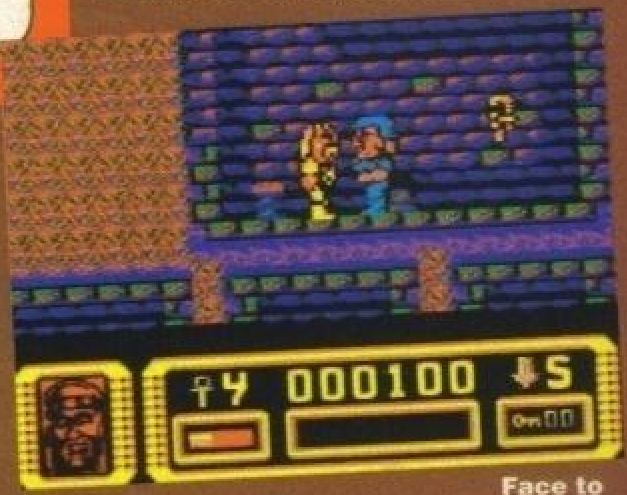
In this part of the game Shep's trying to find tools to fix his broken down space ship with. There are a certain number of tools to find on the level; indicated by the number displayed next to the down arrow on the menu bar.

Simply charge around the city moving and firing with the joystick plugged in port 2 (holding down on the joystick will make Shep duck down to avoid bullets and the like). Thump the baddies, bash the birds and collect as many coins as you can. But mind the spikes and bubbles as they'll sap your energy quicker than you can say "eeek I've lost all my energy".

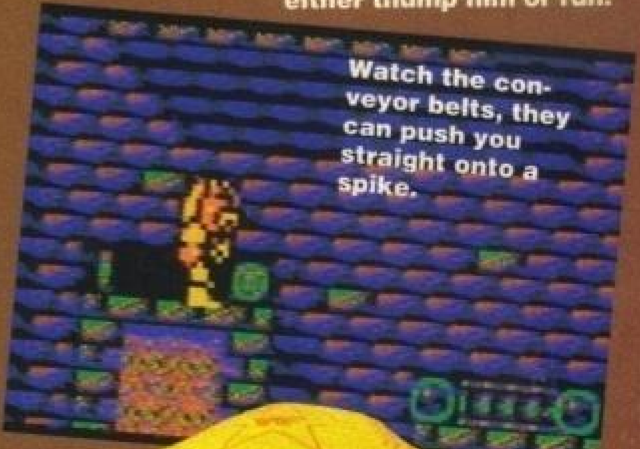
There's secret passages to find all over this level. Entrances to them are disguised as parts of walls, but look carefully and you will be able to tell the difference between a solid brick wall and a passage to walk through.



Some of the bulidings are up to five screens high. Mind the birds when you're climbing them.



Face to face with what might be death, you can either thump him or run.



Watch the conveyor belts, they can push you straight onto a spike.

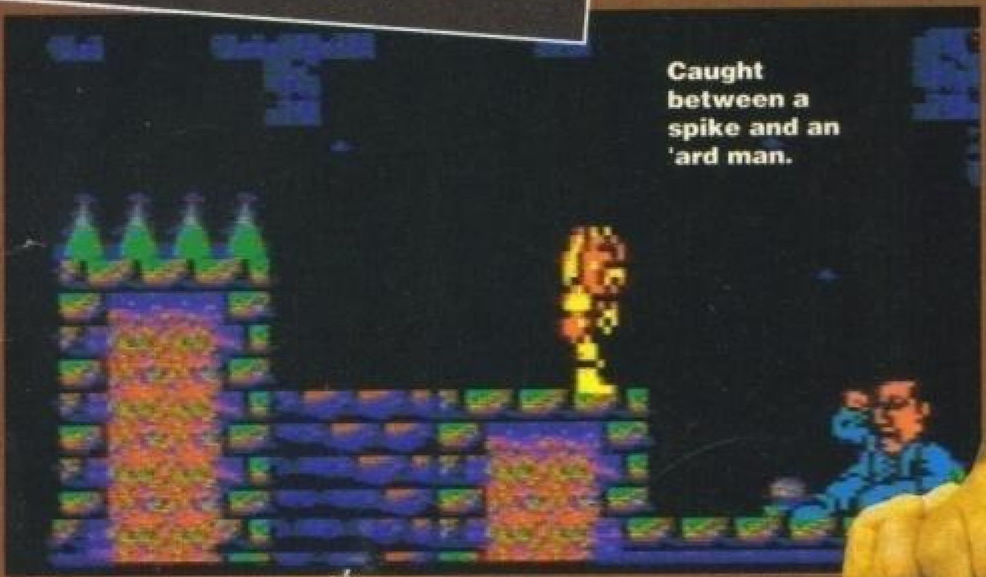
QUICK START INFO

Side One ● Tapecount 060

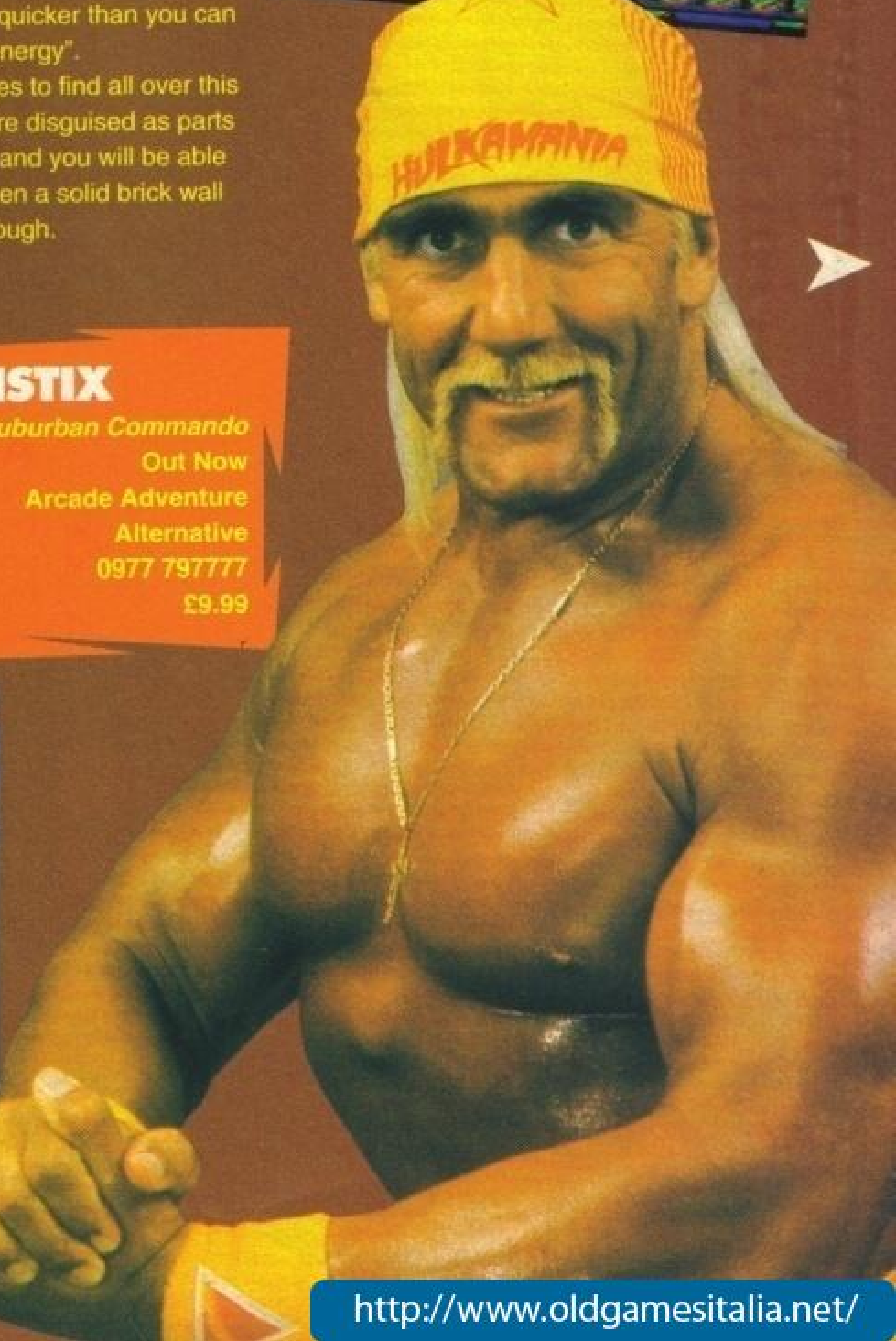
⬆ UP	Jump
⬇ DOWN	Duck
⬅ LEFT	Move left
➡ RIGHT	Move right
● FIRE	Thump

VITAL STATISTIX

GAME	Suburban Commando
RELEASE	Out Now
GENRE	Arcade Adventure
PUBLISHER	Alternative
CONTACT NO	0977 797777
PRICE	£9.99



Caught between a spike and an 'ard man.



BREAKTHROUGH DEMO

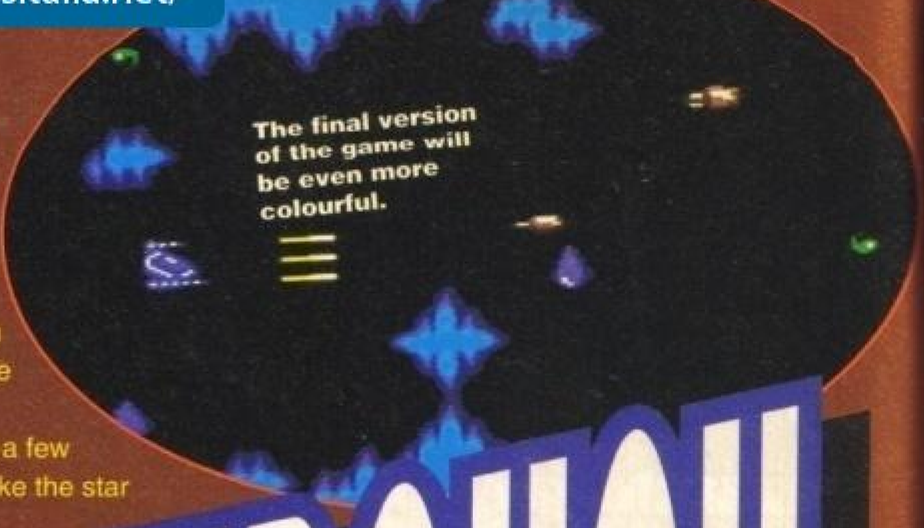
Shoot-'em-up is one of the most descriptive names in this games, 'cos that's exactly what you do - shoot 'em. The great thing about Breakthrough is that it's actually a SEUCK but it flies horizontally. Never before has such a feat been attempted, and never before has a SEUCK game looked so good.

The idea is that you just go around and shoot everything that you can see. The only sprites you can't destroy are the bubbles.

This is a demo of the game Jon Wells has been working on for months. Since the preview we did last month he's changed a few things for the better, like the star filled background and some of the foreground bits have been fiddled with too. There's no end of level baddie or anything like that 'cos the demo just loops around from the end to the beginning of the level. It may sound like a bit of a con, but it does mean that you can have hour upon hour of playing pleasure without having to stop and look at the intro screen for the umpteenth time.

We should have a review for youin next month's *Commodore Format* if all goes well. And I can tell you I'm looking forward to a good long shooting session.

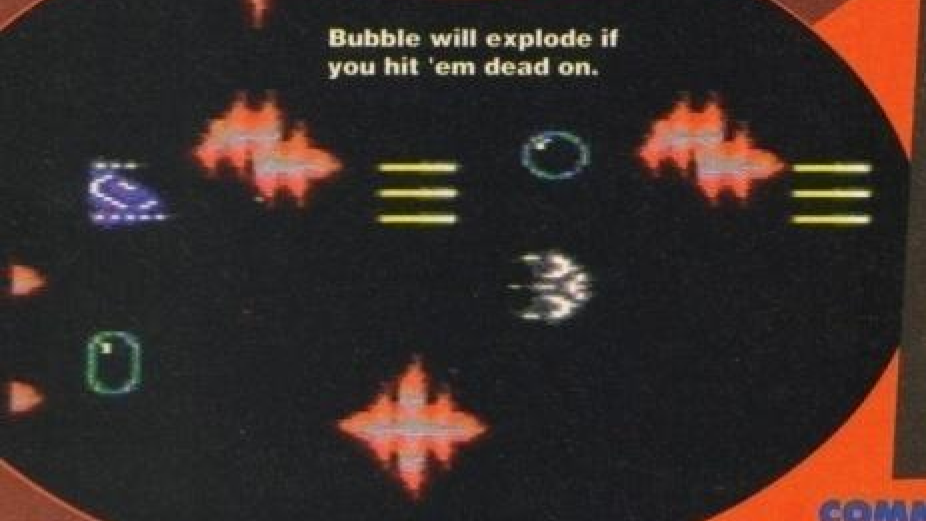
Whew. That was a bit too close for comfort.



The final version of the game will be even more colourful.

Just keep on killing!

The red stuff may look like background, but it isn't. Aviod it, it'll kill ya.



Bubble will explode if you hit 'em dead on.

QUICK START INFO

Side Two ● OneTapecount 070 ● Joystick

⬆ UP	Move up
⬇ DOWN	Move down
⬅ LEFT	Move left
➡ RIGHT	Move right
● FIRE	Fire Guns
F1	Sound on/off
F2	One/two player
F3	Start Game

VITAL STATISTIX

GAME	*Breakthrough*
RELEASE	Autumn 90
PROGRAMMED BY	Jon Wells
GENRE	Shoot'em-up

AUTORUN & FLASHLOAD

The files AUTORUN and FLASHLOAD are part of the techie hitman, Jason Finch's, feature on tape loaders. In fact, they are tape loader savers! If you saved a program using AUTORUN, it will load back and run automatically. The RUN/STOP and RESTORE keys will also be disabled so that people can't break into your programs. FLASHLOAD does the same thing, but the screen will flash whilst it loads the program into memory! Cool, huh?

To work, they need to be loaded differently to the normal shift run/stop method. Load them by entering `LOAD"AUTORUN",1,1` or `LOAD"FLASHLOAD",1,1` and then install the special saver thingy by entering `NEW` and then `SYS 50000`. The ,1,1 bits on the end are vital. Now if you load up a Basic program and type `SAVE"PROGRAMNAME",0` the program will be saved with a special loader on it! Make sure that you have loaded either AUTORUN or FLASHLOAD and entered `SYS 50000` first though. To load programs back once they have been saved with these special loaders, just enter LOAD and hit the RETURN key. FLASHLOAD won't work properly if you give an actual program name when you reload the program.

Also on the Power Pack are the source code listings for AUTORUN and FLASHLOAD. They are called AUTORUN.SRC and FLASHLOAD.SRC funnily enough. If you understand machine language then LIST them or print them out and have a look how everything works.

READER

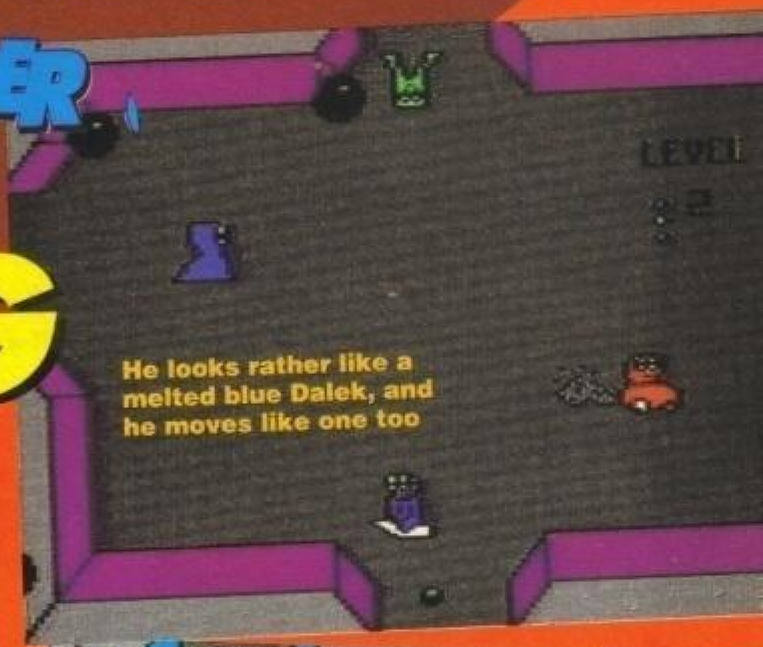
SQUIBBLY SKWOB'S BIG DAY OUT

Remember we asked you to send us your programs for the Powerpack. Well that's exactly what you did in your droves (keep 'em coming I love looking at them). Here's one of the games that took Dave's fancy, so I put it on as a sort of tribute to a sort of missed production editor.

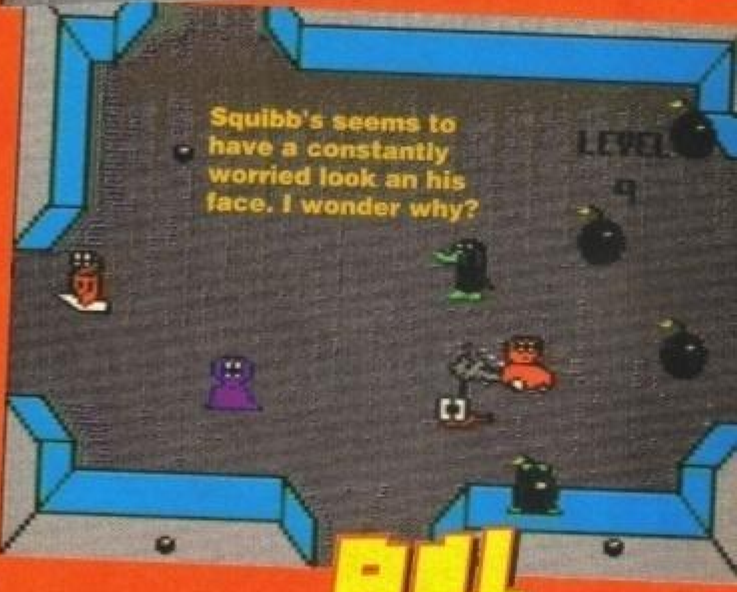
The game reminds me of Smash TV, the idea is to run around a small room with nasties coming at you from all directions. The main difference is that you can simply avoid the baddies 'cos they will all go away eventually. However, avoiding them is a lot easier than it sounds when you've got hundreds of them on screen in the later levels. You move around with the joystick firing at everything that moves. It's not impressive graphically but it's darn good fun to play.

If you think you can do better than this, then send your program along to us here at CF and you too could have your program starring on the Powerpack. (See the Send Us Your Software box below.)

Say hello Sqwibbly. "Hello



He looks rather like a melted blue Dalek, and he moves like one too



Squibb's seems to have a constantly worried look an his face. I wonder why?

QUICK START INFO

Side Two ● Tapecount ● 000 ●

⇧ UP	Move up
⇩ DOWN	Move down
⇦ LEFT	Move left
⇨ RIGHT	Move right
● FIRE	Fire Weapon

VITAL STATISTIX

GAME	*Squibbly Skwob's Big Day Out*
GENRE	Shoot'em-up
PROGRAMMER	Paul c Cardno

IS YOUR PROGRAM BETTER THAN THIS?

So you think you can write better games than this? Well go on then, and send it to us to look at. If we think it's good enough then you might earn your fiive munutes of fame when wre put it on the power pack. In fact send us the uttilies you've written too. Just fill in this form and send it along with your program to:

I've Got The Power,
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30 monmouth Street,
Bath,
Avon. BA1 2BW.

FULL UTILITY

ON THE LEVEL

QUICK START

Side Two ● Tapecount 110

We know you hate sitting for hours in front of the keyboard typing in the Techie Tips listings so here's one ready and raring to go. It's a basic loader which enables you to get more than eight sprites on the screen at one time. Turn to Techie Tips for further details. (We made a slight boo-boo, 'cos this listing doesn't actually relate to the letter entitled On The Level, it relates to the letter about sprites on page 30. Sorry.)

SEND US YOUR SOFTWARE!

NAME OF YOUR PROGRAM:

TYPE OF PROGRAM:

YOUR NAME:

YOUR ADDRESS:

DAYTIME TELEP[HONE NUMBER:

DECLARATION

Sorry but we can't consider your program for publication unless you sign this declaration and send it to us with your program.
The enclosed program is hereby submitted for publication by commodore format. It is entirely my own work and as far as I know does not infringe any copyright laws. This program has not been submitted to any other magazine or software house and I will notify you in writing should this situation change.

SIGNED

ELSPA PENGUIN CHARTS - COMPILED BY GALLUP SPONSORED BY PENGUIN BISCUITS

CHARTS

TOP TEN

1	**STREET FIGHTER 2** ▶	US GOLD £12.99	CF29 80%
2	**WWF WRESTLEMANIA** ▶	HIT SQUAD £3.99	CF33 88%
3	**RODLAND** ▲	KIXX £3.99	CF34 89%
4	**TERMINATOR 2** ▼	HIT SQUAD £3.99	CF30 72%
5	**PRO TENNIS TOUR** NEW	HIT SQUAD £3.99	CF24 58%
6	**DIZZY:PRINCE OF THE YOLK FOLK** ▼	CODEMASTERS £3.99	CF17 91%
7	**THE SIMPSONS** ▼	HIT SQUAD £3.99	CF32 92%
8	**MANCHESTER UNITED EUROPE** NEW	BUZZ £3.99	CF12 58%
9	**TEST MASTER** ▼	E&J £3.99	NOT REVIEWED
10	**RAINBOW ISLANDS** NEW	THE HIT SQUAD £3.99	CF19 92%

1

FIGHTER II
PLAYER 1
TIME 56
PLAYER 2 DHALSIM

3

10

1UP 4280
HIGH SCORE 100000
2UP 0
CREDIT 0

7

CHART FACTS

when the charts arrived for this month, I was overjoyed to see that Streetfighter 2 had been knocked off the top of the charts. But, as I found out from the lovely people at Gallup, this was due to a bar-code cock-up. And so folks it's still there at number one, will it ever go away? Anyway, in this month's C64 Top 50 software chart there are:

- **9** Games that cost more than a CD single in HMV
- **0** Games called Pipemania that sold more than SF2.
- **5** CodeMasters games - love that Richard Eddie.
- **1** Game that encourages you to take your clothes off.

AMERICAN TOP 10

1 **AMERICAN 3D POOL** (Zeppelin)
2 **ALL AMERICAN BASKET BALL** (Zeppelin)
3 **THE JETSONS** (Hi-Tec)
4 **CALIFORNIA GAMES** (Kixx)
5 **SPAGHETTI WESTERN SIMULATOR** (The Hit Squad)
6 **BEVERLY HILLS CATS** (The Edge)
7 **CJ IN THE USA** (Codies)
8 **MIAMI CHASE** (Codies)
9 **NORTH AND SOUTH** (infogrames)
10 **KENNEDY APPROACH** (US Gold)

10 TIPS FROM A RAZOR LOVING MANUFACTURING MOGUL WITH TASTEFUL TEETH

1 Shave regularly.
2 Own lots of completely bobble free cardigans.
3 Go to Harvard Business school and make lots of influential friends.
4 Leverage your assets.
5 Sell lots of things.
6 Never insult anyone.
7 Learn from your failures.
8 Give large amounts to one large charity.
9 Teamwork works.
10 Keep going for it!

COMPETITION

1st PRIZE

2nd PRIZE	A COLOUR MONITOR
3rd PRIZE	A PRINTER
4th PRIZE	A DISK DRIVE
5th PRIZE	12 MONTHS FREE SUBSCRIPTION TO COMMODORE FORMAT MAGAZINE

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November 11 – 14 LONDON OLYMPIA

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Aladdin
20,000 TICKET GIVEAWAY!
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OK, here's the deal

The Future Entertainment Show is the UK's biggest ever computer games event. See, play and buy all the best games this year. Try out all the latest incredible hardware. And become a media star: GamesMaster and Radio One are both broadcasting live from the Show!

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Then we'll blow your mind.

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The only way to get tickets is to phone 051-356 5085. Price: £6.95 each or £24.95 for family groups of four (with at least one adult). No tickets will be sold on the day.

THE FUTURE ENTERTAINMENT SHOW HOTLINE IS NOW OPEN 051-356 5085

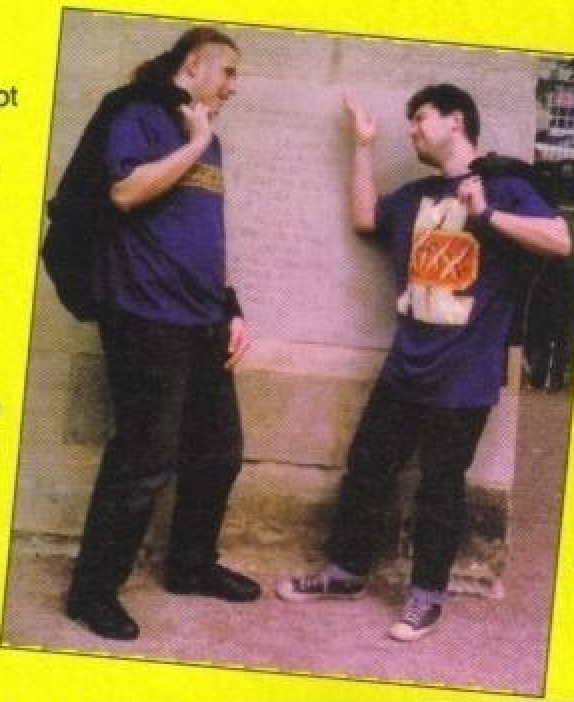
SNIPPETS

All the news that's fit to print. And some other stuff that sneaked in anyway.

SIMON & HUTCH

When Trent and Dave deserted the mag we got together and decided that we really 'ought to have an editor, so we had a whip around. We were hoping to poach the Ed of the Sunday Times but as it turned out, all we could afford with the 11p and the blob of used blu-tack we managed to collect, was the reprobate Andy Hutchinson. (Amiga format were asking 15p for him but we managed to knock 'em down to 11). *(You'd never guess that Clur was writing this would you – Ed).*

Even with a new editor we were a writer short so Clur popped next door and stole one of Amstrad Actions star staffies. Clur had no problem getting past their new editor, seeing as it's our ex prodie Dave, but the staff writer Simon was a bit reluctant. Eventually Clur managed to persuade him, in her own little way, that it would really be a good idea to stay (he'd like to keep the use of his legs).



Dave and Simon were getting on far to well in AA, so we had to spilt them up somehow.

WHAT A GIVEAWAY!

Hop on down to your nearest branch of John Menzies and you might be able to pick up a brand new C64 for less than twenty smackeroonies. They're slashing the price of the 64's they have in stock. All branches are selling their old stock off for less than £60, but at some selected branches you'll be able to pick up a T2 pack for only £19.99.

LIES DAMNED LIES AND STATISTICS

In a recent national survey of 205 retail computer outlets the C64 software market comes up trumps. It's at number seven in the best selling games software top ten, if you take it by revenue or by the quantity of games sold. Basically, 64 software brings in more money than Gameboy, Game Gear or Mega CD software. And more C64 games are sold than the Gameboy, Game Gear or the Speccy. What's more, we're catching up on the Atari ST; outselling it already in some cases.

So if your local retailer tells you that there's no call for C64 games any more. Don't believe him. The format is alive and well, and making lots of money for the shops that do stock it.

THE GREATEST SHOW ON EARTH GOES TICKET ONLY

The line–up for the Future Entertainment Show (Nov 11th to 14th) continues to get more and more impressive. However, there's some important news that you must know about if you want to come. The show will be ticket only; you have to buy your ticket in advance, all of which means deciding which day you want to come on. Now the obvious days to visit would be either the Saturday or the Sunday, but we've got some news which might just tempt you to come on the Thursday.

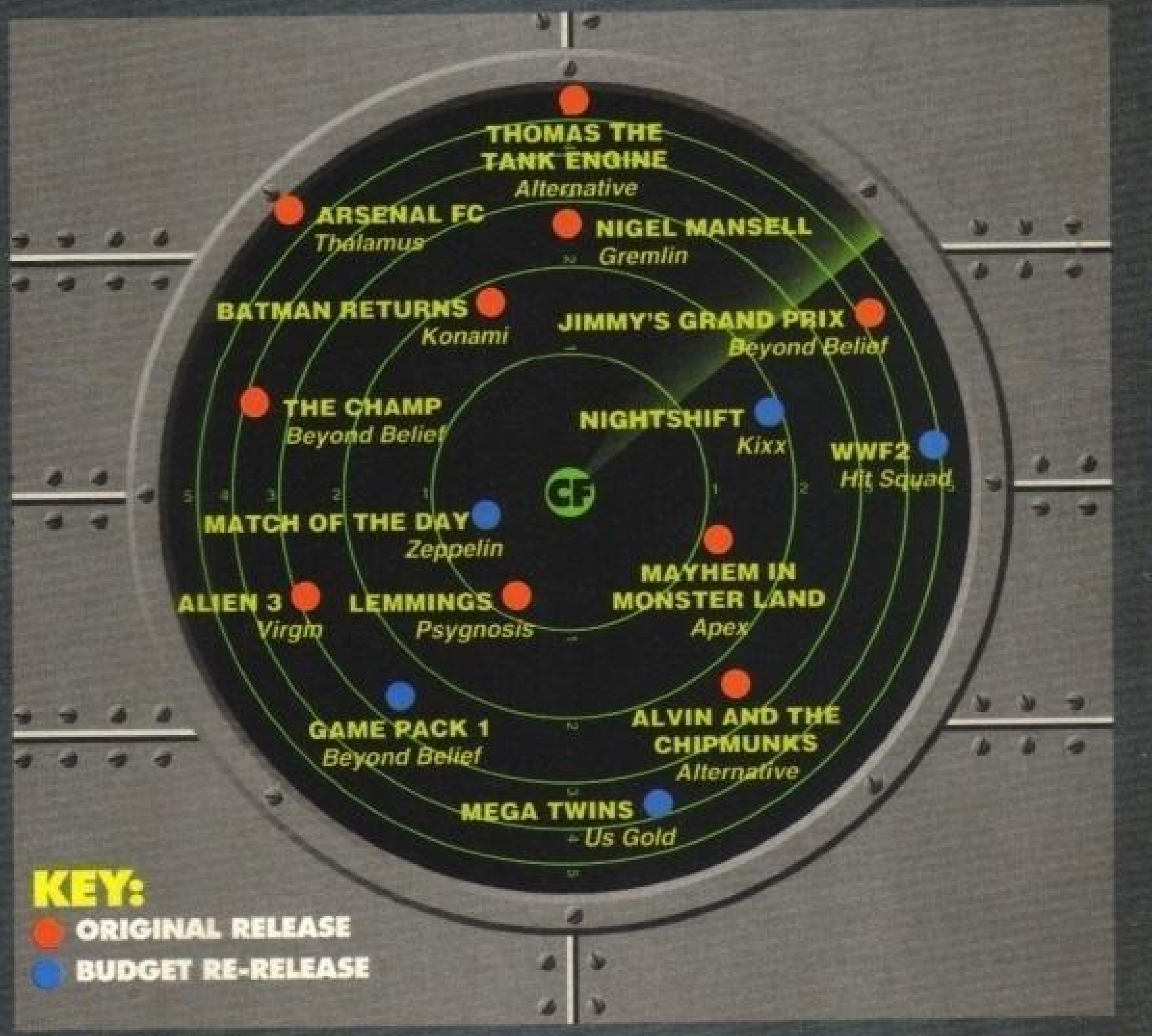
Those lovely people at the Walt Disney film company are giving away 20,000 preview tickets to their brilliant new cartoon, Aladdin. Now, the CF team have seen this film and it's absolutely stonking. All you've got to do, to acquire one of these sought–after preview tickets is attend the Future Entertainment Show on the Thursday.

What with Radio One and GamesMaster transmitting live from the show and acres of video game stands, you'd be a bit of a wally to miss this. Get your bum down to the **FES**^{2} and meet the CF crew in person. For tickets phone this number; we'll see you there.

☎051 356 5085

EARLY WARNING SCANNER

Your at-a-glance guide to upcoming releases. The nearer a game is to the middle, the nearer it is to release. Keep an eye out for aliens.


THOMAS THE TANK ENGINE Alternative
ARSENAL FC Thalamus
NIGEL MANSELL Gremlin
BATMAN RETURNS Konami
JIMMY'S GRAND PRIX Beyond Belief
THE CHAMP Beyond Belief
NIGHTSHIFT Kixx
WWF2 Hit Squad
CF
MATCH OF THE DAY Zeppelin
MAYHEM IN MONSTER LAND Apex
ALIEN 3 Virgin
LEMMINGS Psygnosis
GAME PACK 1 Beyond Belief
ALVIN AND THE CHIPMUNKS Alternative
MEGA TWINS Us Gold
KEY:
● ORIGINAL RELEASE
● BUDGET RE-RELEASE

ALIEN 3

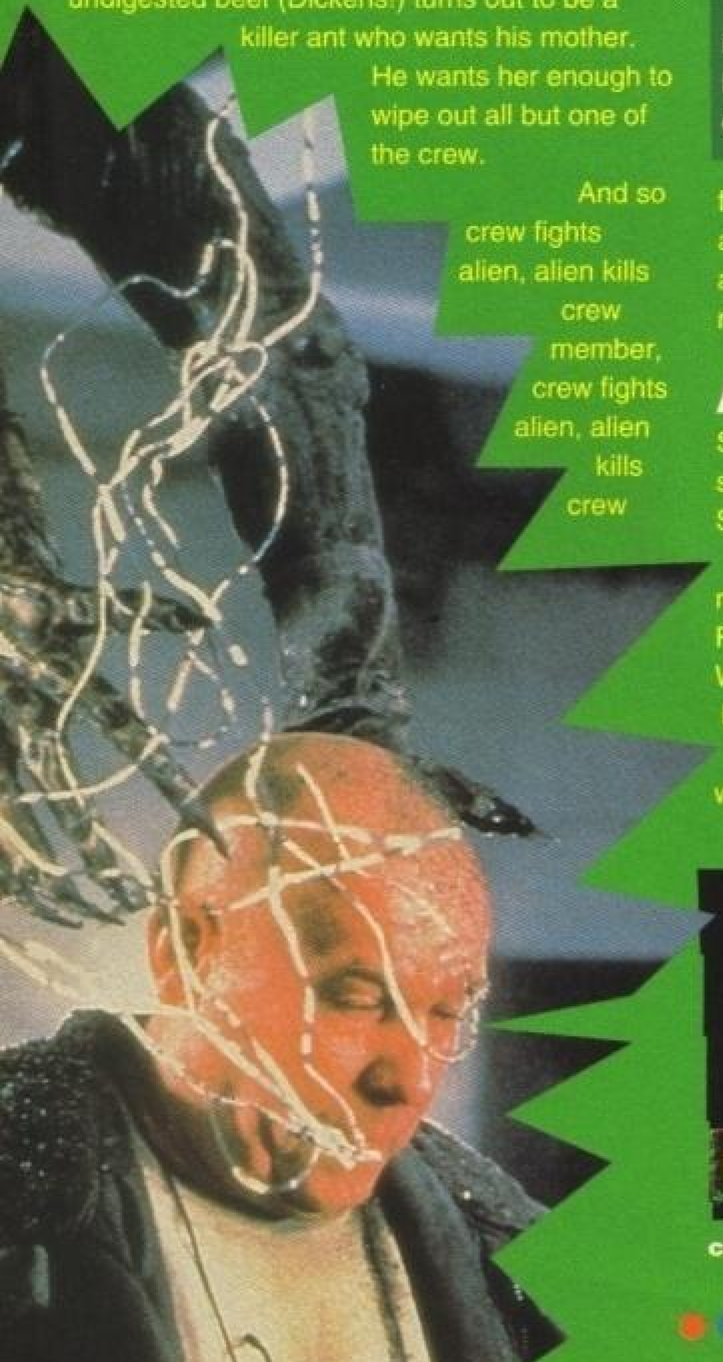
It's big, it's black, it's boney, and it's back. Your favourite host, the eight foot ant with two mouths, the Alien. Send the face huggers off to bed, and snuggle down with a human carcass and a copy of your favourite Commodore mag.

ALIEN

Sigourney Weaver, John Hurt, and a few others go along to a planet investigating a distress beacon. Leaving the main ship in orbit, they whizz off down to the planet to find a huge alien ship which has crash landed. John Hurt gets attacked by a baby alien, known as a face hugger, but after a while, they prise it off.

Whilst eating lunch, John gets an acute attack of indigestion, and that small piece of undigested beef (Dickens!) turns out to be a killer ant who wants his mother. He wants her enough to wipe out all but one of the crew.

And so crew fights alien, alien kills crew member, crew fights alien, alien kills crew member, crew fights alien, alien kills crew member, crew fights alien, alien kills crew member, and remaining crew member escapes with a cat, and her life.



ALIENS

Said crew member, Sigourney Weaver, drifts in space a lot, and gets found after several years. She tells her tale (in true Hollywood style), and they send a team of meatheads headed by Ripley (Sigourney Weaver's character) back to slap the mutant alien ant creatures wrists.

One by one, the team of meatheads die out, leaving only Ripley, another blokey (Hicks), a child (don't ask), and an android. Android saves the day, but another alien pops in for tea and the film only ends when Ripley's fought the creature inside a metal motorized body suit and won, flushing it out into space.

ALIEN 3

Lots of people go back to find the aliens, and just about everybody dies, after lots of suspense and the like. They also write a computer

GRAPHICS

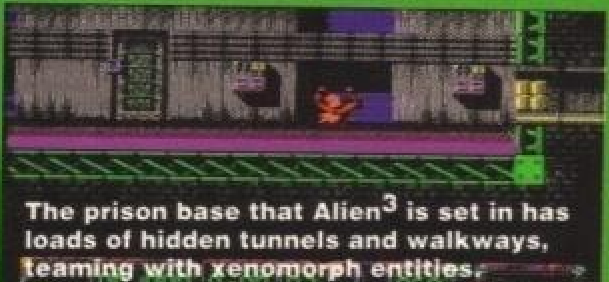
The graphics are, to say the least, excellently drawn. The detail is excellent – with the firing of the gun casting white light onto Ripley's face, and so many other little effects that really add that extra something to playing. You won't get bored, either, as there're many different backdrops and features to see, which in the process add a new depth of atmosphere to the game.

The animation is smooth, with sprites moving at great speeds when necessary, but still looking impressive when they're not belting all over the shop.

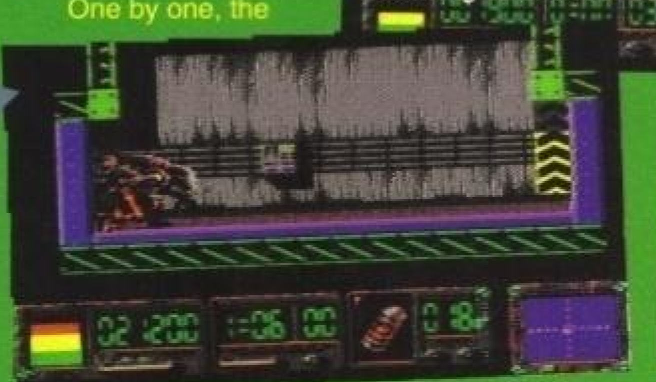
DIFFICULTY

There comes a time when every writer has to explain a theory. This time, it's difficulty curves. Is it just me, or were games like Chuckie Egg, Asteroids, and other earlier creations about the only games to get the idea of a difficulty curve perfectly? When you're playing a game, you see, you don't want to be thrown straight in on an incredibly difficult opening level, and have to die several hundred times before you can grasp the mechanics of what you're supposed to actually be doing. It's a much more logical idea to have a nice easy opening level with a gradual increase in difficulty which builds until you achieve the desired level. This process would have saved the shelf lives of many dud games through history.

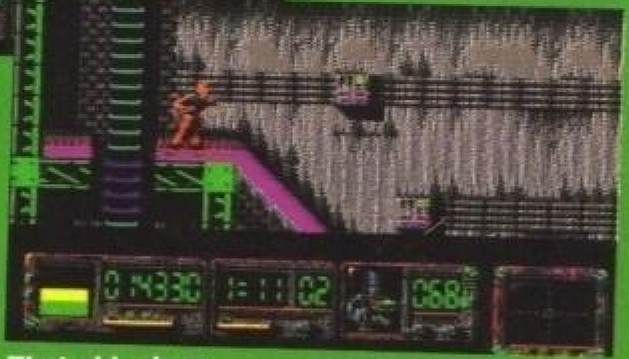
I'm glad to say, though, that Probe (the team behind the game) have got it right. The opening level lets you slowly get used to the feel of the whole game, leaving you future successes or failures to determine how long you play for.



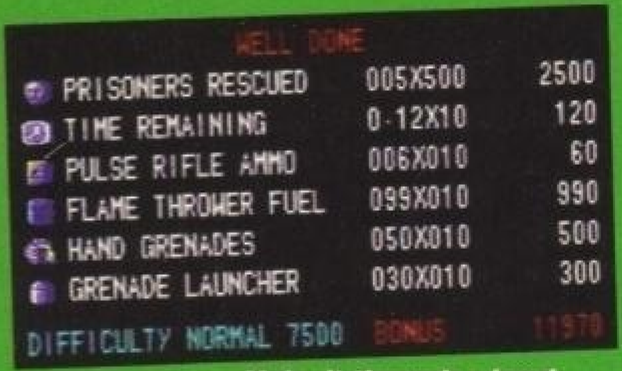
The prison base that Alien^3 is set in has loads of hidden tunnels and walkways, teaming with xenomorph entities.



Get too close to an alien and you'll lose your face.

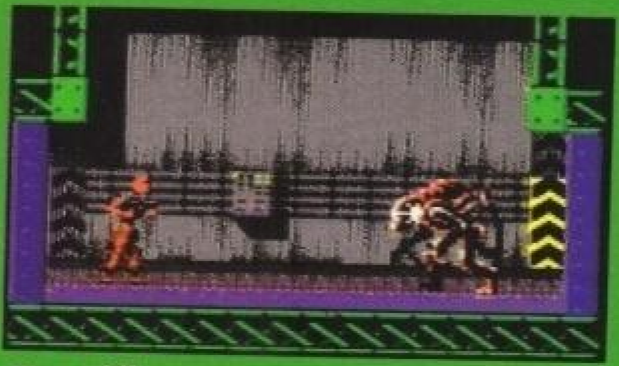


That old adage about looking before you leap takes on a whole new meaning on these levels.

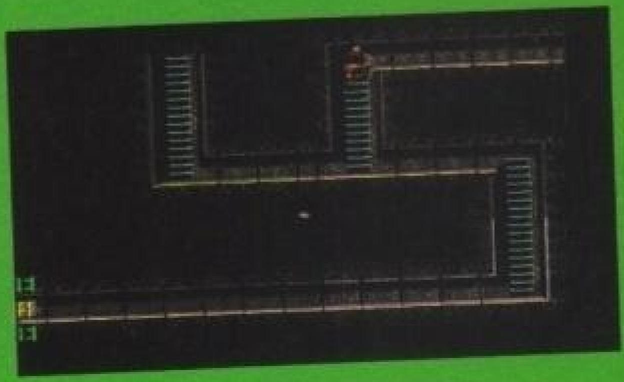


```
WELL DONE
PRISONERS RESCUED     005X500    2500
TIME REMAINING        0-12X10     120
PULSE RIFLE AMMO      006X010      60
FLAME THROWER FUEL    099X010     990
HAND GRENADES         050X010     500
GRENADE LAUNCHER      030X010     300
DIFFICULTY NORMAL 7500 BONUS    11970
```

Make it through a level and you get a run-down on how you did. Only five prisioners saved. Oh dear.



Now while the aliens have impressive teeth and acidic bloody, Ripley's got a jolly large gun.



This contestant from the Crystal Maze has got a bit lost and ended up in Crawley.

VITAL STATISTIX

GAME ....ALIEN 3
PUBLISHER ....VIRGIN
CONTACT NUMBER 081 960 2255
PRICE £9.99
AVAILABLE ....NOVEMBER
OTHER INFO ...TAPE ONLY, I'M AFRAID

game about it, and it gets sent into CF for a preview. They give it the cover.

THE GAME

Like all film licenses, Alien 3 is an arcade platform game. The basic plot is you, playing the part of Ripley, have to run round buildings disposing of all aliens, rescuing prisoners, or a combination of both. The game itself runs across 15 levels, each of which can be either Rescue (just rescuing prisoners), Mayhem (killing every damned thing), or Mission (a bit of both).

Each level has a main section, and is linked to the next by ventilation shafts, which Ripley frequents (still with weapon) to wipe up even more of the foul alien thingies.

There are three main obstacles to overcome on each level:

- Aliens – loads of 'em! Crawling, running, leaping, attacking... You name it really! They're all after you, so waste 'em quick.
- Geography – finding your way around and locating each prisoner is a fairly difficult task on a level of the kind of size we've got here. After you've found all the prisoners, you've still got to find the ventilation shaft to escape, which is no easy task in itself. You'll also have to find your way around the shafts in order to get to the next level, as they branch all over the place as well.
- A time limit – and while you're trying to get to grips with all of this, there's a clock steadily counting down against you – and you only get a few minutes (if that) on each level. Not making it to the next level within the time limit will lose you a life – No Fun.
- Bad news – Occasionally, you will also come up against guardians. Remember Aliens? Remember that huge mother thingy? It's a bit like that, only a lot more mobile, and a lot more able to wipe the floor with you. Weapons like flame-throwers really come in handy here, as bullets really don't cut it with this kind of beastie.

IMPACT

Another important feature in a game is its initial impact. This covers several points:

- Initial Attractiveness – when you first start to play a game, that first minute has got to have one characteristic – it's got to be fun. Plain and simply, you have to enjoy it. If you don't, you probably won't play past that minute.
- Ease – as I've ranted on about it earlier, I wont talk about difficulty curves too much, suffice to say there has to be one.
- Size – no-one likes to feel that they're not really getting anywhere. Giving the player an initial success is ideal.

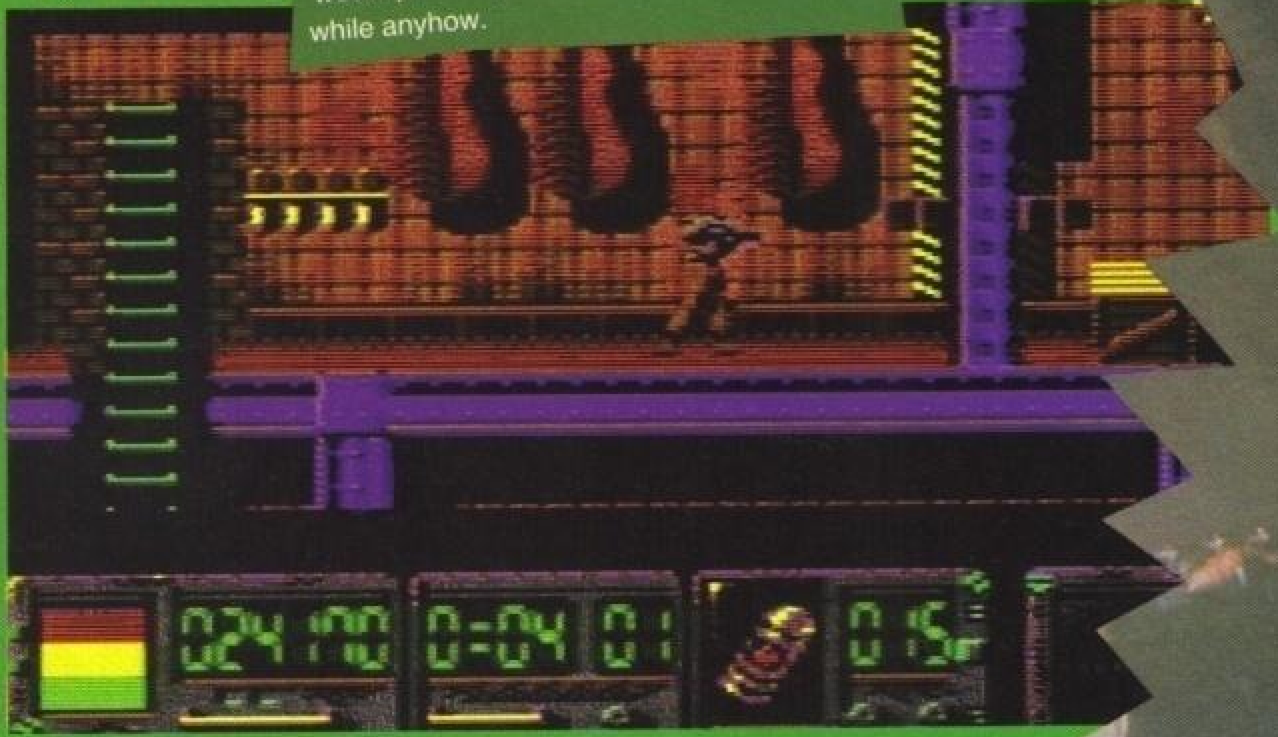
I'm happy to be able to tell you that it looks like Probe have covered every point here. As far as initial impact goes, Alien 3 grabs you by the face and shoves a tentacle down your throat almost immediately.

SOUND

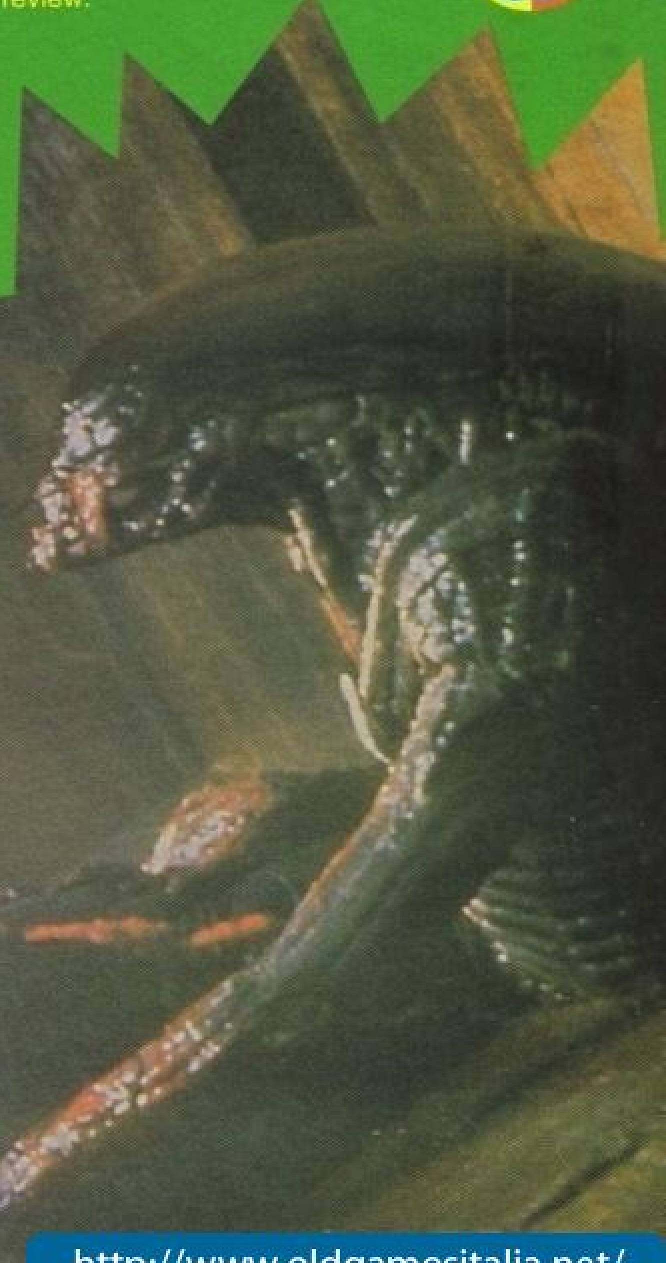
Atmospheric. What more can I say? The sound is sparse, but used to good effect. Certain things weren't included, such as the pinging on the proximity detector, but these would probably get on your nerves after a while anyhow.

SO...

All that remains to be said, then, is that from what we've seen so far, this looks like a darn good platform stomp–'n'–shoot'-em–up. We're all waiting with baited breath for the release, and the CF review.



Jolly cyberpunky isn't it. Funnily enough William Gibson didn't invent that expression, although he did come up with the virtual term Cyberspace.



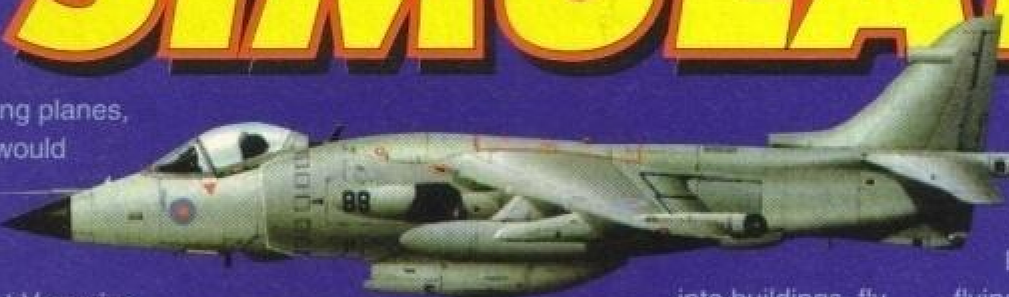
THE ULTIMATE FLIGHT SIMULATOR

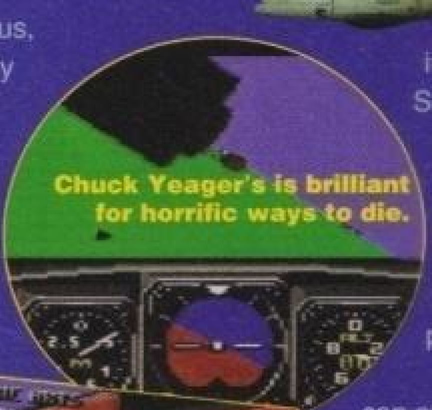
If you had a nifty programmer and a few weeks, what sort of flight simulator would you create? We asked our fly-boy, Simon Forester.

We found Simon sitting in a corner one day, having been kicked out of the Amstrad Action office for doing unspeakably violent things to the pilots in flight simulators, and started wondering what he'd do if he could create his own flight sim...

PLANE AN SIMPLE

You know, I'd really love to sit here and confidently say that I know all about flying planes, and what my perfect plane would be, but my only experience of flying has been looking out of a shielded glass window down at Mount Vesuvius, some French village, or the motorway near East Midlands Airport. Never, ever, have I had the dubious pleasure of being in control of that huge lump of metal. The closest I ever really get is a lump of pixels on a computer screen.





Chuck Yeager's is brilliant for horrific ways to die.

ELECTRONIC ARTS
PRESENTS
CHUCK YEAGER'S
ADVANCED FLIGHT TRAINER
COPYRIGHT 1987
LERNER RESEARCH
EA

If you ask me, Chuck's looking just a bit to old for this sort of thing.

This is where things get really fun, though, as when you get bored of flying around or killing things, you can always practice some truly death defying stunts without fear of having to be removed from the tarmac with a putty knife shortly after. You can land without a landing gear, taxi into buildings, fly into mountains – you name it! Some of the better games even have ejector seats, allowing you to fly upside down at ground level, and eject the pilot into the ground with about 3 Gs of pressure.

Even the pixel equivalents can cause problems, though, as games get more and more like the real thing, and you end up using the entire keyboard to set all the various bits and bobs before you can get in the air – booooring! What happened to all the fun?

So what would you include in the ultimate flight sim? I think I've got a pretty good idea...

OH, FLAPS!

You're flying along quite happily, okay, when you try to pull back. Instead of actually climbing, you get to a certain angle then dip straight down. Great. There's some ground coming up really rather fast.

If it's not that, it's your aileron – you can be flying in a straight line, and managing to turn corners. How? Well, there's this little flap at the back of your plane that you completely forgot to adjust.

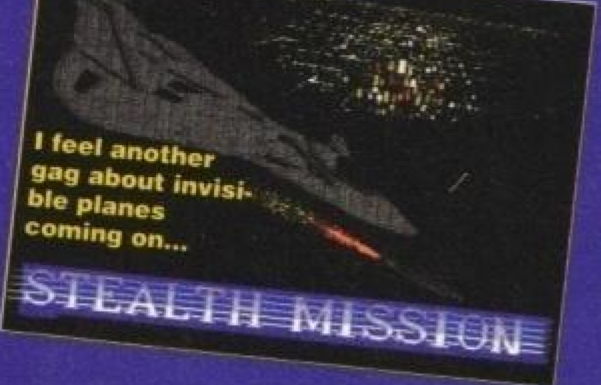
When it comes to building the ultimate simulated plane, all of this technical irritating stuff really should be automatically controlled or missed out altogether. I mean – why can't anyone develop an undercarriage that automatically pops out when you drop below 100 feet or so?

So for our plane, we'll need a computer better than any of the Fisher Price efforts you seem to find in the really advanced military planes of today.

POINTS OF VIEW

The control tower view really adds something here.

One of things it's always nice to see in a flight sim is your own plane. Instead of just looking out of the window and seeing the mountains you're about to smash into, something like the many plane view options in Stealth would be nice, where you can see all the practical views of yourself spinning down into the ground, mountains, rivers, etc, as well as a number of dramatic nose and wing shots that serve no purpose except to make your flying look incredibly impressive.



I feel another gag about invisible planes coming on...

THREE TERRIFIC TRICKS

The more scary the angle the better the stunt

I thought I'd let you in on three maniacal tricks to master to make people think you're really good with flight sims and planes in general. It was going to be ten, but how big can a boxout be, for God's sake?

- **Drop to about 500 feet, and flip the plane. Then ease the plane gently into a climb, so that you gradually drop lower, and stop at about ten feet from the ground (or as near as you can make it). Dive into the sky, and see how high you get before plummeting into the ground tail first.**
- **Get to about 500 feet again (assuming you last that long), and set your flaps to a high position. Bank to the right, and keep banking until you manage to flip about five times, climbing when you're the right way up, and diving when you're upside down. Then stop the engine, and see how long it takes you to get back in control.**
- **If you've got flaps, then set them to the up position. Then pull up on full throttle, until your plane is vertical, and on full thrust. Do nothing else – just**

Another thing which has been included in Stealth is a missile's eye view of the action, so you get to see the missile thundering towards an enemy plane and ripping it clean apart.

As well as this, we should throw in a few more views for the sake of it – ground observer, for air-show type stunts, and a control tower view for those terrifying Top Gun fly-bys.

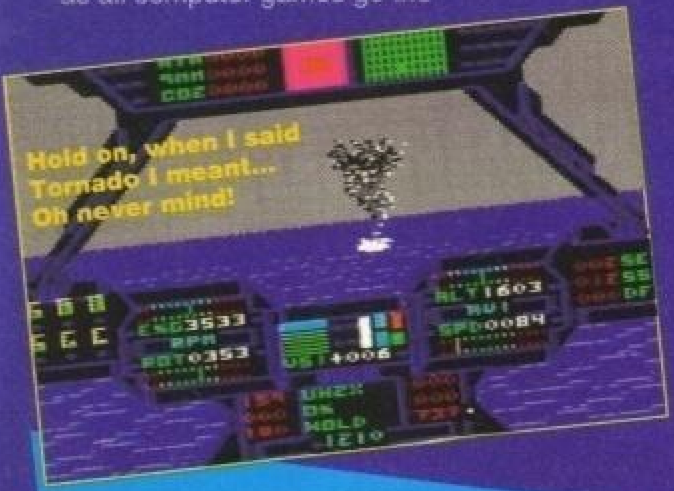
BI-PLANES (SORT OF)

35,000ft is a very lonely place, you know, and there's only room for one in the cockpit... American mumbo jumbo aside, it does get a little lonely continually dying alone, and not being able to heat the terrified screaming of the unfortunate pilot you've just killed in a very humorous or sneaky way. But has there ever been a two player flight sim? Once. Top Gun. And it was fun. Immense fun. Addictively fun. *(Do get on with it Simon – Ed).*

When I said... Oh wow, I'm getting deja vu!

The idea was simple. Give players half of the screen each, and let them chase each other around a vast landscape, with only bullets and missiles to help them. So why was it so damned good?

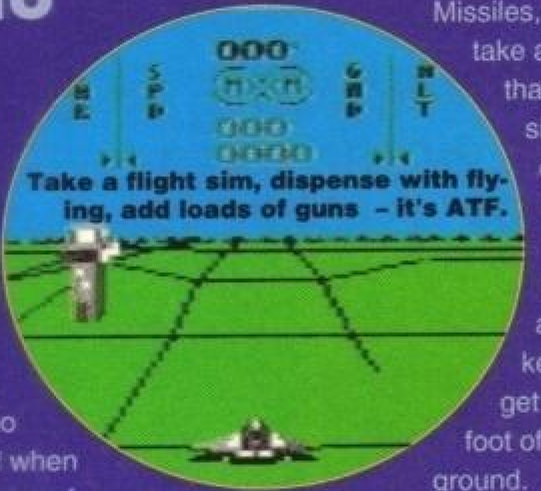
Well, there are two types of bad guy as far as all computer games go the smart variety, and the irritating variety. When a smart enemy chases you in a plane and you go into a vertical climb (always assuming you're in a plane as well), it will follow, expecting you to attempt to loop over and drop back down behind it. Irritating enemies aren't like that. They simply stay in one position, and keep firing. And when you climb, they tilt back and let you make some space, but they keep firing, and you die. Where's the fun? What happened to games of chicken with altitude?



Hold on, when I said Tornado I meant... Oh never mind!

That's where a two player flight sim really comes into it's own. Think about it, then go out and buy Top Gun.

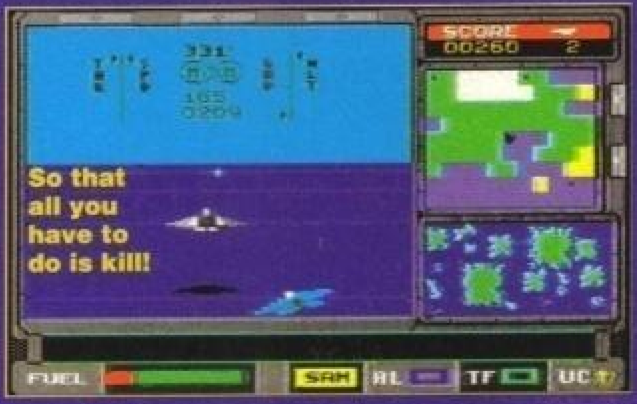
SHOOT TO KILL



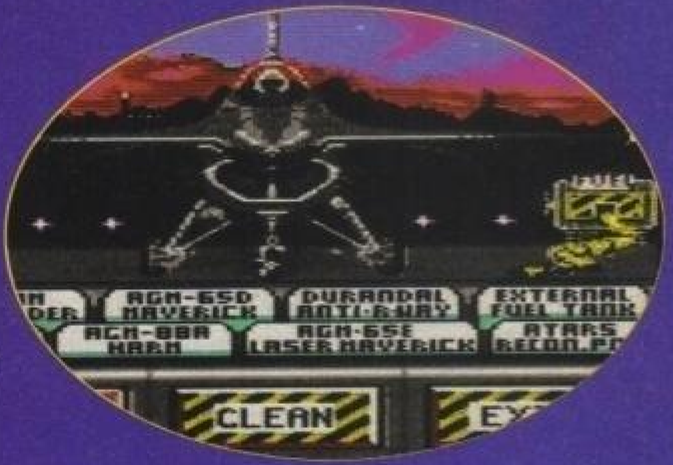
Take a flight sim, dispense with flying, add loads of guns – it's ATF.

One thing I've always hated in flight sims was the ability to run completely out of bullets at a vital moment. When I'm killing something, I like to finish the job, and when I'm attacking a group of planes, I like to be damned sure that I won't run out of bullets halfway through a brilliantly advantageous attack position and get blown clean to Mary and back.

So I want a ship that doesn't run out of bullets. Realistic, no. Simulation, it isn't. But games like ATF really do benefit from a complete disregard for everything that's realistic. Well, hey, it worked for Ronald Reagan.



So that all you have to do is kill!



There's nothing like a huge amount of weaponry to get the game to a good start.

SEEK AND DESTROY

Missiles, eh? They come to our country, and take all our hit points... If you can fire them, that is. If you get lumbered with a flight sim like F15, F16, Stealth, or any of the other sims based on advanced fighter planes, you'll be doomed to spend the rest of your days messing around with weapons status screens trying to cram all your missiles on the plane, whilst keeping the whole affair light enough to get more than a foot off the ground.

If it's not loading problems, though, it's hassles with selecting missiles. It's absolutely no fun to spot an enemy target, and trying to fire on it, only realising at the very last minute that you've got to repeatedly press a key to cycle through the many different types of missile to find the one you want by watching two letters in a box change, by which time you've either overshot the target, the target has killed you, or you've hit the ground, sealing your fate completely unaided.

Loads of missions means fun gameplay.

So what I think I'll have is a single type of missile, that can be locked onto a plane/any-

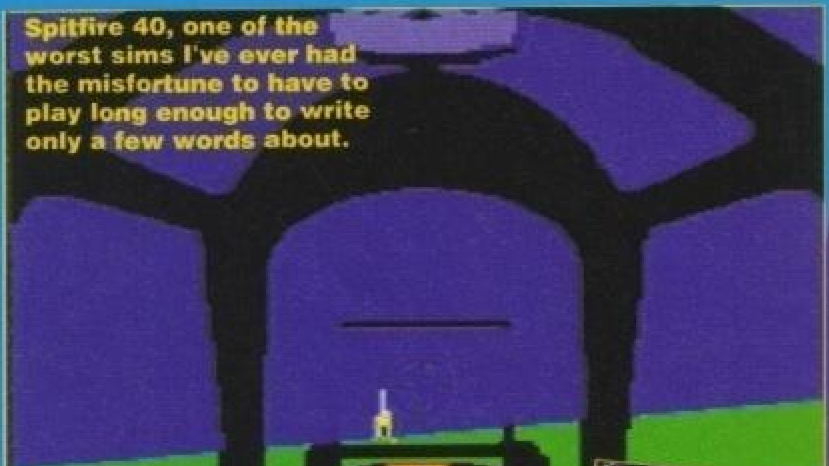
JOIN THE ELITE

There is another type of flight sim, though. Ever played Elite? It's the kind of game you'd expect if you crossed a flight sim with Star Trek – packed full of hyperspaces, missiles, enemy ships, planets, galaxies, lasers, aliens, pirates – the list is endless.

Flying in space has several advantages as well – it's hard to crash a ship when there's no gravity to pull it down and no ground to crash into when you get there. It also happens to be one of the greatest epic creations in computer gaming history – don't miss it.

Hey! A shiny helmet gag chance!

F-16
F-16
COMBAT PILOT
BLACK BOX
Digital Integration



Spitfire 40, one of the worst sims I've ever had the misfortune to have to play long enough to write only a few words about.

thing else in your sights, and fired – seek and destroy style. I suppose for ground targets it might be nice to have an equivalent kind of thing for dropping bombs, but a feature to see downwards and target missiles in all six directions would really solve all the problems of ground sights.

FLYING HIGH

In summary then, I've got a very clear sketch of what a flight sim should and shouldn't be, and what it should and shouldn't have. We want a plane that's reasonably intelligent, and doesn't need to be reminded to pump fuel through the engine and keep the wings on the body. It should have either very smart computer opponent planes or a facility for two players. Bullets should be limitless and missiles should be easy to use. A variety of viewpoints, though not really essential, would be nice. And lo, you've got the meanest plane ever to hit the skies!

NEXT MUNF

We've analysed flight simulators, we've criticised shoot–'em–ups and we've driven racing games round the blocks until the petrol tank's empty; now we're going to be looking at the ultimate platform game. If you've ever cursed Thing and his spring, or bemoaned the lack of complexity in Rodland then you'll have an idea what should and shouldn't be included in games of this genre. Tune in next month and see if you agree with Simon's Ultimate Platformer.

FLYING HIGH

Stealth Mission
Advanced Tactical Fighter
Gunship
Chuck Yeager's
Elite

CRASH LANDING

F15 Strike Eagle
F16 Combat Pilot
Spitfire 40
Strike Force Harrier

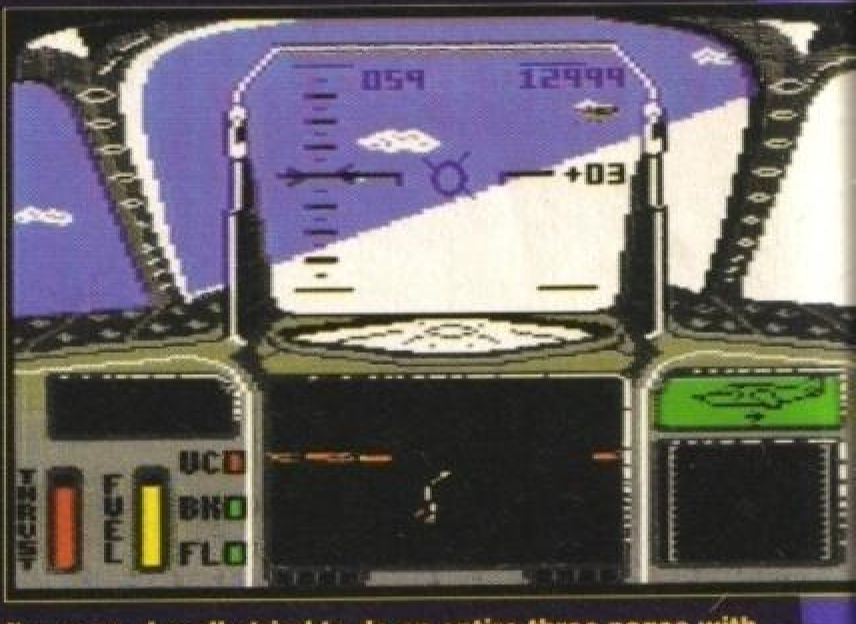
Lots of cockpits are full of technical dials and things. Oh, for the simplicity of ATF.

THE SKY'S THE LIMIT – 30 FUNKY SIMS RATED

Ace	Cascade	Dec 85	★★★★★
Ace II	Cascade	Oct 87	★★★★
Ace Of Aces	US Gold	Dec 86	★★★★★
Acrojet	USGold	Dec 86	★★★★★
After Burner	Hit Squad	Apr 91	★★★
Airborne Ranger	Kixx	May 92	★★★★
ATF	Digital Integration	May 88	★★★
B-24 Flight Sim	SSI	Oct 87	★★★★★
Carrier Command	Rainbird	Jun 90	★★★★
Chuck Yeager	Electronic Arts	Jan 88	★★★★★
Combat Lynx	Encore	Dec 88	★★★
Dogfight 2187	Starlight	Jul 87	★★★
Elite	Firebird	May 85	★★★★★
F-14 Tomcat	Activision	May 89	★★★★
F-16 Combat Pilot	Digital Integration	Jul 90	★★★★
Fighter Bomber	Activision	Mar 90	★★★★
Fighter Pilot	Silverbird	Dec 88	★★★
GeeBee Air Rally	Activision	May 88	★★★
Gunship	Microprose	Apr 87	★★★★★
Jumpjet	Anirog	Aug 85	★★★
Spitfire 40	Mirrorsoft	Jul 85	★★
Stealth Mission	Sublogic	May 88	★★★★★
Strike Force Harrier	Mirrorsoft	Nov 86	★★★★
Tomahawk	Digital Integration	May 87	★★★★
Top Gun	Hit Squad	Dec 89	★★★★
Typhoon	Imagine	Sep 88	★★★★
UN Squadron	USGold	Feb 91	★★★★
Wing Commander	Mastertronic	Sep 86	★★
X-15 Alpha Mission	Activision	Dec 87	★★★

DESIGNED BY:
ROD HYDE
PROGRAMMED BY:
MR. MICRO L.T.D.
MIRRORSOFT
STRIKE FORCE HARRIER
ART:
DAVE JONES

Strike Force Harrier is fun in a sort of 'Oh my god, how do I get this thing off the ground? And what do all these buttons do? Why didn't they include the key-presses in the packaging? Why is this so game so crap?' way.



I'm soory. I really tried to do an entire three pages with more sensible captions, but I kind of failed at the very last minute. Separate the men from the boys, captions.

BACK IN THE DHSS

When the recession hits, even heroes can fall on hard times. Stuart Campbell heads for sunny Commodoria and investigates the jolly worrying plight of the unemployed games characters.

The sun was blazing down on the JobCentre on Commodoria Main Street. The air conditioning was on the bung and the counter clerks were getting more and more irritable by the moment. Barely a moment went by without an exasperated sigh escaping from one corner or other of the office as tempers frayed in the sweltering afternoon heat. Suddenly, at a quarter to one, it happened – someone snapped.

'Aaarrggh! I can't take any more of this!', screamed Betty O'Leary, one of the office's most experienced members of staff, as she sent the pile of forms skidding off the top of her desk and strode urgently towards the door, leaving a small white shape sitting bemusedly in the facing chair. Eddie O'Malley, senior supervisor on duty, started in alarm.

'Betty, wait!', he cried as he moved quickly to intercept her movement. 'What's wrong?'

'I'm sorry, Eddie', Betty wailed, 'but I just wasn't trained to cope with this kind of thing. The long-term unemployed I can handle. Retired Civil Service staff doing up to 16 hours' voluntary work a week and seeking mortgage tax relief – no problem. But this new intake we've had to deal with since the infrastructure re-organisation – agh! They're useless! How am I supposed to find gainful employment for this lot?'

'Come on, Betty, they're only a few computer game characters down on their luck. You can handle it! Look, I'll help you out. Let's take a look at the cases.'

NAME: Willy, Miner.

AGE: 32, but looks 50.
OCCUPATION: Miner, socialite.
LAST EMPLOYMENT: Self-employed mining venture at a small site near Surbiton. Made vast sum of money, which was subsequently squandered on non-tax-deductible 'rave' parties at a large mansion, since repossessed by building society.
QUALIFICATIONS: Open University degree in rock formations, Ph.D. in Advanced Top Hat-Wearing.
EMPLOYMENT SOUGHT: Mining, champagne testing, caviare proofing.

'Hmm. I see your point.', said Eddie. 'Hang on, let's call Billy over.' Billy O'Flaherty, Careers Advice Officer, responded quickly to Eddie's call.

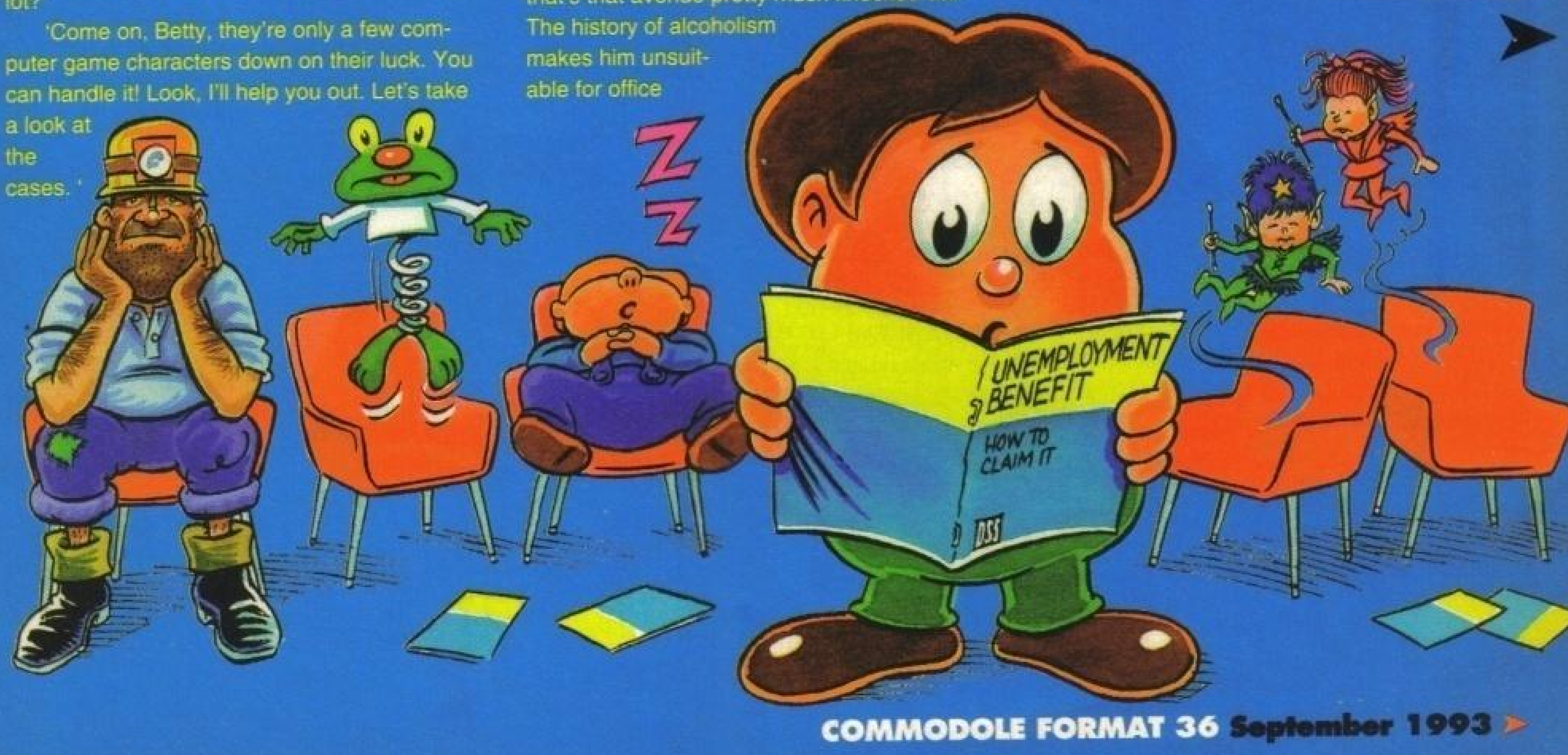
'Let's see... well, of course, there's no mining industry left in the country to speak of, so that's that avenue pretty much knocked out. The history of alcoholism makes him unsuitable for office work, so we'll need something that keeps slightly less regular hours. Hmm.' Billy paused, looking thoughtful. 'I've got it! He can wear a top hat, can't he? What kind of job involves top hat-wearing and keeping irregular hours?'

'Being married to the Queen?', offered Eddie, more in hope than expectation.

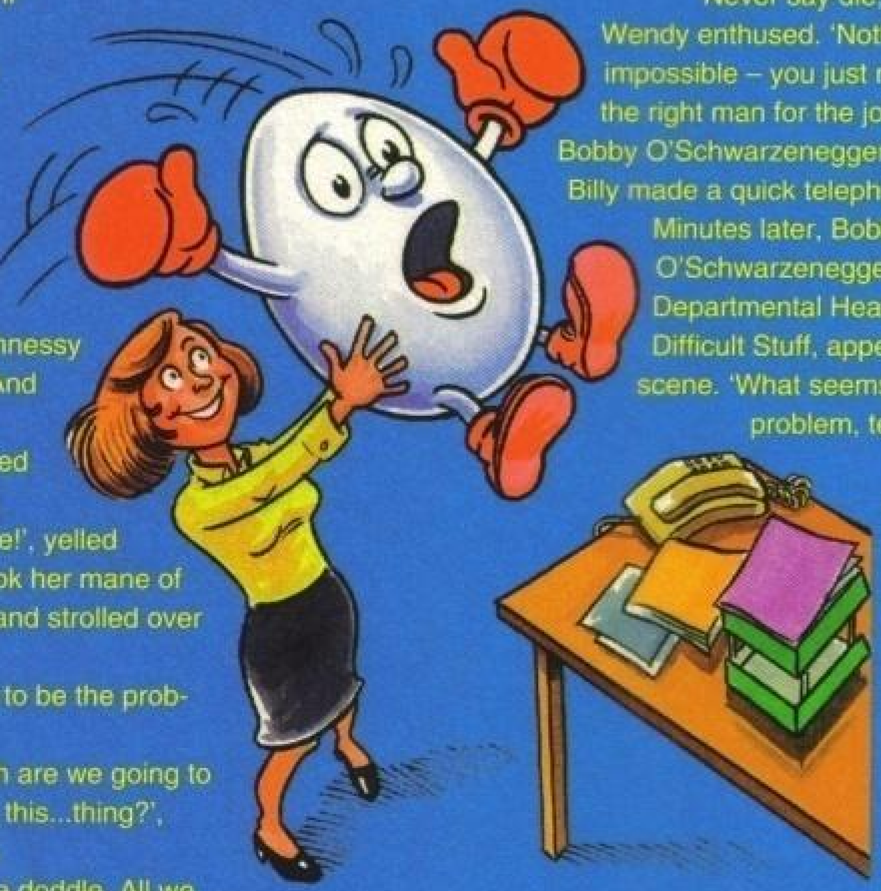
'Well, you're close.', replied Billy. 'He can be a butler! Betty, check the files. I'm sure we can have Mr Willy fixed up with some fine upstanding gentleman in no time! With his speed of movement, built–in grace and ability to slide upstairs in one go, he'll be great. Now, who's next?'

NAME: Spring, Thing On A.

NAME: Spring, Thing On A.
AGE: Unknown, but rusting.
OCCUPATION: All-purpose bouncing.
LAST EMPLOYMENT: No history of gainful work. Thought to have been involved in work for an American government agency in Korea and South America.
QUALIFICATIONS: Extreme bounciness, and some magnetic properties. Known for his ability to dance to Belgian style techno music.
EMPLOYMENT SOUGHT: Manual work preferred, but office work in a non-clerical capacity would be considered.



'Now this one's a bit trickier', mused Eddie. 'Modern microchip technology has all but done away with the need for simple mechanical tools such as this. We'll need someone from the Council Works department in on this one.'



Luckily, at that very moment, Wendy O'Shaughnessy from the Roads And Highways Department walked through the door. 'Wendy, over here!', yelled Billy. Wendy shook her mane of long blonde hair and strolled over unhurriedly.

'What seems to be the problem, kids?'

'How on Earth are we going to find a job for this, this...thing?', stammered Betty.

'Look, it'll be a doddle. All we have to do is find a vacancy and twist it around a bit so that our chap here can do it. Let me think for a moment...'

The team watched expectantly. A few seconds later, Wendy's face lit up. 'I've got it! Down in Roads And Highways just now we've got a lot of seemingly unnecessary random road-digging up going on at the moment, and we need absoloutely loads of traffic cones. With his spiral-esque construction, Mr Spring would be ideal material for having alternate coils of his springs painted different luminous colours, and with his mobility capabilities he could simply bounce up and down the boundaries of each set of roadworks, saving us the expense of having to put ordinary static cones along the entire length!'

'That's brilliant!', Eddie exclaimed. 'Another statistic removed! We're on a roll!'

'Don't get cocky, Eddie', said Billy. 'The next one's going to be really tough...'

NAME: **Bob, Bub And.**

AGE: 12.
OCCUPATION: No previous occupation (see below).
LAST EMPLOYMENT: Formerly dinosaurs, and hence exempt from seeking work, but were made extinct.
QUALIFICATIONS: GCSE Rainbow-Throwing, and a certificate in Really Fast Arm-Flapping from a correspondence school.
EMPLOYMENT SOUGHT: Ideally, any job to be done by two people, working alternate shifts.

'I see what you mean', uttered Eddie, suddenly deflated. 'I doubt if we're going to be able to do any good with this pair at all.'

'Never say die, Eddie!', Wendy enthused. 'Nothing's ever impossible – you just need to find the right man for the job. Get me Bobby O'Schwarzenegger!'

Billy made a quick telephone call. Minutes later, Bobby O'Schwarzenegger, Inter-Departmental Head Of Really Difficult Stuff, appeared on the scene. 'What seems to be the problem, team?'

'We've got two rainbow-throwing teenyboppers in dungarees and we've got to find them a fruitful job.' said Betty, not undespondently.

'Come, come, now Betty', soothed Bobby. 'That's what we're here for. I'm sure we can come up with something appropriate if we just apply ourselves for a moment.' He seemed to glance at Bub and Bob's card for barely a second before looking up, his rugged face a picture of the utmost calm and assured authority. 'Why, I remember only this morning seeing a card advertising a job for two healthy young men that would suit them down to the very ground.'

'What was it?', asked Wendy, in an adoring yet intrigued manner.

'The speaker of the House of Commons needs someone to stun the politicians when they get out of order,' stated Bobby matter-of-factly.

'But... what about the rainbows and stuff?'

'Oh for goodness' sake woman, this is the real world. Get a grip. It gets them off our hands, doesn't it? Sometimes, you need a more lateral approach. '

NAME: **Rit, Tam And.**

AGE: Both 7 (22 in fairy years)
OCCUPATION: Fairies
LAST EMPLOYMENT: Chief nut–collectors and berry–smellers pursuivant to the Queen of the Fairies
QUALIFICATIONS: Both claimants possess the ability to create a magical ladder and move it telekinetically across a limited range.
EMPLOYMENT SOUGHT: Any light work would be suitable, as the claimants have limited potential for hard physical undertakings.

Eddie noticed Betty's sudden darkening of spirit. 'Never mind, love, only a couple to go.'

'Yeah, but these two aren't even proper human beings, Eddie!', she wailed. 'What was the last vacancy we had for a couple of fairies?'

'I know what you mean, but we're doing pretty well so far. Surely we can manage something'

Suddenly, Wendy piped up. 'I don't know about the ladders stuff, but I'm sure there's something about those two that's not on the form... Yes, I remember now! They've got a couple of rods that they can wave from side to side really quickly!'

'Oh terrific. What help is that going to be?', spat Betty. She was beginning to grow tired of Wendy's industrial-strength cheerfulness.

'Well, at least I'm trying', Wendy retorted, her smile growing perceptibly thinner. Madge O'Smith from the Home Helps Department couldn't help but overhear the commotion.

'Actually, I could use someone with a good ladder and the ability to wave their arms from side to side.', she offered gingerly. 'We're always after someone to clean old folks' windows for them. Bung a chamois leather on the end of those magic rods and we might just be in business...'

'Sorted!', roared Billy, waving his hands in the air in a techno rave kind of way. 'Only one left!'

NAME: **Dizzy**

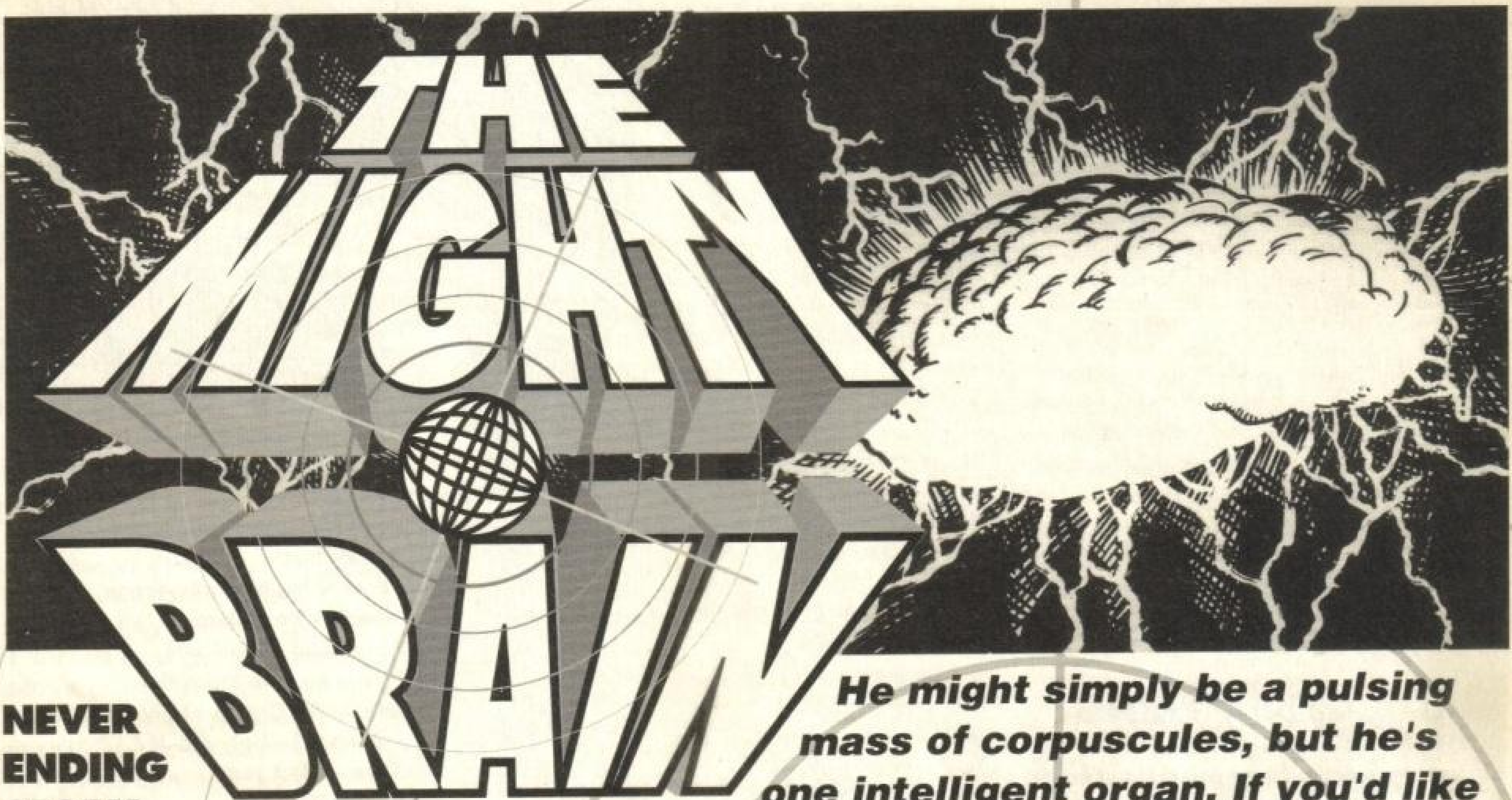
AGE: Unknown, but dangerously close to going off.
OCCUPATION: Embryonic status, hence no legal employment permitted before the age of 13.
LAST EMPLOYMENT: See above.
QUALIFICATIONS: Advanced intellect, ideally suited to the solving of obscure lateral-thinking puzzles.
EMPLOYMENT SOUGHT: Anything involving heroic rescues of defenceless females of a similar species. Advise against tight–rope walking, quarry work, stunt work, caving or rugby.

Dizzy, who'd been sitting quietly at Betty's desk all this time, put his copy of *Commodore Format* down on the table and looked up chirpily.

'Ah, now even I can do this one!', cried Betty.

'Eh?', said Eddie, bemused. 'I'm completely stuck myself. It's not as if we can safely employ him anywhere; his thin shell rules him out of most work. What good could an egg possibly be for anything?'

'Easy', said Betty triumphantly, simultaneously lifting up the small white ovoid in her hand and bringing it down sharply on the corner of the desk with one swift movement. 'Lunch!'



THE MIGHTY BRAIN

He might simply be a pulsing mass of corpuscules, but he's one intelligent organ. If you'd like your questions answered, write to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

NEVER ENDING STORY

Dear TMB,
I have had my Commodore 64 for one year. I have a datasette and some blank tapes and I do not know how to save stories that I have written on–screen onto tape. I have tried most things but none of them seem to work. Please could you explain in simple terms how to save on tape.
Tanya Degg, Nottingham

The problem here, Tanya, is that you're overestimating how intelligent your C64 is. What you need to do is load a word processor into memory first and then save your stories to tape from within it. You see, your 64 is particularly dumb unless you load a program in first, it need explicit instructions to be capable of doing the simplest of tasks. The reason your stories aren't being saved is because the computer has no program in its memory instructing it to do this. I can recommend the word processor you get within Mini Office 2 (see page 52 for details). If you loaded this program into memory and then typed your stories in, you'd be able to save them to tape and even print them out on a printer.

DEVICES AND DESIRES

Dear TMB,
1 What are devices?
2 Can you make a computer talk?
3 Could you tell me if I can still get all the Commodore Formats from 1 to 26? Where can I get these from?
Martin Mitchell, N Ireland

1 Aha! Tricky this one. I reckon that in the context you're referring to, devices are anything which you can connect to your 64 such as a printer or modem. You could of course be referring to the literary form of the far–fetched metaphor which was used to great effect in Metaphysical poetry. (Ref. John Donne's reference to his wife and the sun).
2 Give me some thumb screws, a large piece of sticky tape, the collected works of Danii Minogue and half an hour and I can make anyone talk.
3 Unfortunately, we've sold out of the first couple of year's worth of Commodore Format. However if you want to get hold of issues 22

CLUR NOT HOT?

Dear TMB
1 I've started to make a database with the statistics of the Olympic basketball team using information for a magazine. Is this illegal?
2 How are games put onto the Commodore Cartridge?
3 What, in your opinion, is the best 64 game ever?
4 How come everyone wants to marry Clur? Would you agree with me If I said that those people need psychiatric help?
5 Why aren't C64 games on the shelves anymore? Is it because people think the Commodore is no longer popular?
Andrew Webbe, Caerphilly

1 You'd have to ask the magazine in question. If it's just statistics then I doubt that it's illegal. If you stole the magazine you're getting the data from then it's definitely illegal.
2 They get blown onto Proms (Programmable Read Only Memory) chips using a Prom blower. The process is very similar to saving data on tape or disk, except of course that once the data's saved it doesn't take any time to load.
3 Hmmm, that'd have to be Wizball. Although Mayhem In Monsterland looks like it's going to be a stunner.
4 Could be because she's bright, attractive and popular. Unlike yourself.
5 Those nasty consoles have taken over the shelf space in shops somewhat; because these cost so much, the shopkeepers make more money off them and they therefore stock them in preference to C64 games. It actually has very little to do with the Commodore's popularity; good games still sell lots. Software companies like US Gold and Virgin wouldn't keep releasing games for the 64 if they didn't sell. Besides, the budget scene is still very healthy; if mainly through mail order all of which is great news.

WIZBALL
ocean

Wizball's TMB's favourite game of all time. Except for chess.

onwards, turn to the back issues order form on page 53.

MAKING THE UPGRADE

Dear TMB,
I have been wondering if you can upgrade a Commodore 64 to an Amiga 500 or 600. If you can could you tell me where you can get it done.
Jason Fagg, Rhyl

Simple enough, this one. No, you can't. The Amiga's a completely different machine to the 64 with different chips, a different PCB, a different case and a different price tag. All of which begs the question: why would you want to upgrade? Amiga games are horrendously overpriced and quite lacking in the gameplay department. Take it from a mashy pulp of high IQ brain particles: the 64 is the way, the truth and the light. Or something.

MAD BLOBBY THING

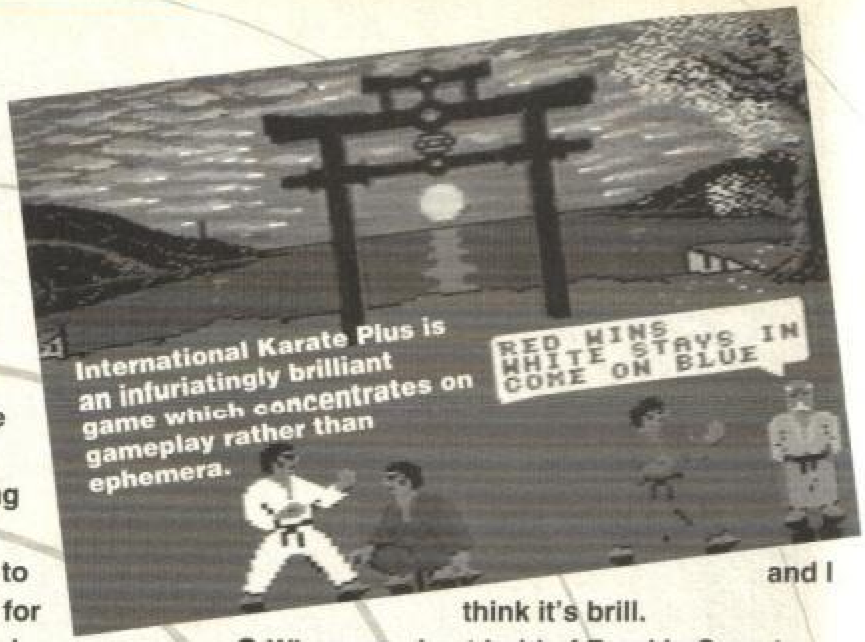
Dear TMB,
I'm writing to compliment you on your intelligent, sensible answers and witty writing style. I'm also led to believe that CF is the best of the best. Now hopefully I have flattered you into giving me some sensible answers.
1 Why is your covertape not named the PowaPakk.
2 Take up a large Photon Mangler and force Trenty–dude to give Inside Info a few more pages of excellent programming info.
3 Bring back a budget section to CF and save the main releases for the good reviewers like Clur and Lisa.
4 Suggestion: kill Trenty–dude
Bod the omnipotent, Bristol

Flattery will get you everywhere, especially if you're as vain as me.
1 Because that's a stupid name for anything, least of all the best quality covertape available.
2 Not much point really as Trenty's left and Hutch is now at the helm. His Hutchness has indicated that he may give Inside Info more room if you lot demand it.
3 The vast majority of releases are budget now and so it'd be fairly pointless. The main releases you refer to comprise maybe one game an issue; in other words it'd be a jolly small section of the mag. I suggested to the girls that they should review more games, but Clur simply stuck a safety pin in my cerebral lobe and Lisa was far too involved in unravelling her credit card bills to devote the necessary time.
4 What a charming young man you aren't. Trenty was so upset at your suggestion that he quickly fled the magazine and asked Hutch to take over. Violence is the last resort of the empty–minded. Incidentally, if you're omnipotent why do you live in Bristol?

DECAP ATTACK

Dear TMB,
1 What in your opinion is the best driving game, shoot–'em–up and beat–'em–up on the C64?
2 Do Kixx have any plans to release more games on their XL label, as I have Pirates and I think it's brill.
3 Where can I get hold of Frankie Goes to Hollywood by Ocean?
4 Were you separated from a body or were you born like that?
5 Here are my ten favourite songs
1. Jeremy – Pearl Jam
2. Even Flow – Pearl Jam
3. Rain – An Emotional Fish
4. Cats in the Cradle – Ugly Kid Joe
5. Neighbour – Ugly Kid Joe
6. Alive – Pearl Jam
7. Deep – East 17
8. Busy Bee – Ugly Kid Joe
9. Are you gonna go my may – Lenny Kravitz
10. Innocence – An Emotional Fish
Denis Lymer, Galway – Ireland

1 Stunt Car Racer, Sanxion, IK+.
2 Yes they do. In fact if you turn to page 56 you'll find a review of the latest XL release, namely Gunship.
3 My tendrils sense a copy on sale at a car boot sale in Clapham.
4 My race evolved and grew beyond the need for a body.



International Karate Plus is an infuriatingly brilliant game which concentrates on gameplay rather than ephemera.

READERS CHARTS

READERS CHARTS

Oh, how we indulge you young humans. Here's the bit of the magazine where you get to praise your fave C64 games. First up is Lee Dobbie from Tranmere (I believe they rove a lot up there).
1: Turrican 2 (Rainbow Arts)
2: X–Out (Rainbow Arts)
3: Street Fighter 2 (US Gold)
4: Anarchy (Audiogenic)
5: Hudson Hawk (Ocean)
6: Cabal (Ocean)
7: Flimbo's Quest (System 3)
8: Creatures (Thalamus)
9: Heroquest (Thalamus)
10: Bounder (Gremlin)

And sliding in quickly with a very different ten is Jams Hammond from Kidderminster (or thereabouts).
1: Creatures 2 (Thalamus)
2: Lotus Esprit Turbo Challenge (Domark)
3: Creatures (Thalamus)
4: ATA (PD Release)
5: Bloodwych (Gremlin)
6: Heroquest (Gremlin)
7: Microprose Soccer (Have a guess)
8: Rainbow Islands (Ocean)
9: Emlyn Hughes International Soccer (Gremlin)
10: Lords of Chaos (US Gold)

FOOTY FAN

Dear TMB,
Please could you put a full game of Arsenal FC on the powerpack because I think Arsenal are brilliant.
James Lane, Bristol

Out of the question I'm afraid. If we put any team's simulator on the tape it'd have to be Bristol Rovers. If you had an IQ as large as mine you'd realise that my team are far superior to the Gunners.

Paul Merson plays for Arsenal. He's an ex–PFA player of the year the answer is that I was born this way. Rather fetching aren't I?

5 Bizarre. You're terribly into grunge–metal and then (hoping we wouldn't notice) you go and put East 17 in at number 7. Pearl Jam are good though.

C64 UPROAR

Dear TMB,

I've recently enlisted with the C64 corps. I bought the machine for my son who is 7 and therefore I play most of the games for him (if you know what I mean). I have just bought my first issue of CF and I am impressed. Compared to what we used to get for our machines in the early eighties; I wonder if the youngsters of today realise how lucky they are.

1 Why are most games so damn difficult to play? I have spoken to many other people and the emphatically agree that most of their games have never been completed.

2 How do you use the Poke cheat routines?

3 Which back issues would you recommend for games that are comparatively easy to play?

M.A. Baig, Slough

Welcome back to the 64 Corp. As to your questions:

1 Many people would argue exactly the opposite; that games are actually much too easy. Programmers usually include a cheat function in a game so that people can see the end of a game. Personally I've completed every game I've ever played. It's tough being this great.

2 The listings can be used by anyone. Simply type the program in and follow the on–screen instructions. To use a reset poke or an Action Replay poke you'll need an Action Replay cartridge. These freeze your machine, enabling you to subtly alter the game in memory before starting it up again.

3 Tough question this, because I don't know how good you are. However, check out Alternative World Games on issue 27, John Lowe's Darts on issue 25 and Nick Faldo's Golf on issue 28. These are games which anyone can play.

DINO DILEMMA

Dear TMB,

1 Who has got the Jurassic Park licence?

2 Is there any chance of Oh No More Lemmings or Lemmings 2 appearing on the C64?

3 How much is Final Victory and how can I get it?

4 Which is the best driving game on the C64?

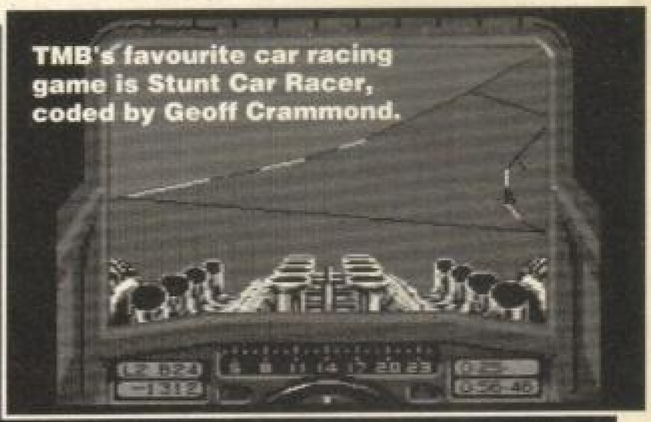
5 What was the first 16–bit computer ever made?

6 Which is the best 16–bit computer?

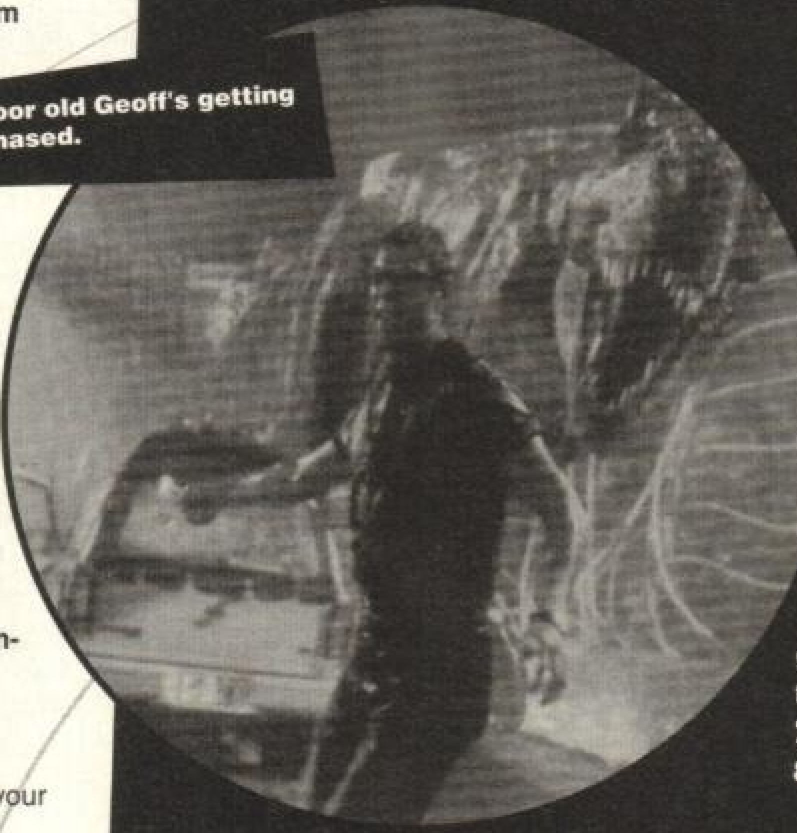
7 Which is your all–time favourite issue of CF?

8 What is your favourite game and demo ever on a covertape?

Lee Dobbie, Tranmere



TMB's favourite car racing game is Stunt Car Racer, coded by Geoff Crammond.



Poor old Geoff's getting chased.

1 Ocean have the licence to Jurassic Park. As far as we know this isn't going to appear on the 64.

2 Considering the problems that they're having getting Lemmings out, it seems a bit unlikely.

3 This isn't available at the moment. It may appear on budget sometime though.

4 Stunt Car Racer.

5 The Atari ST.

6 Trick question, eh? There's no such thing as a good 16–bit computer. If I was forced to get one at gunpoint I'd have an Amiga 1200 though.

7 This one.

8 Thrust (CF32) and Carnage (CF29).

If I had a stunt car I'd attempt to fly off the Clifton suspension bridge.

HOLIDAY CHUMS

What can I say, Cromer was great. Those pubs I mentioned last month served up a lush feast for me and, to be frank, I wish I was still there. Whilst I was crashed out on the beach, I met these two chaps who tried (rather badly I must say) to sell me a deckchair. I didn't need the deckchair (no bum to rest in it you see), but I liked them and so offered to get them an ice cream each. This picture of the lads was taken when they realised that I really didn't have any earth money and that they'd have to pay for the ice creams themselves. I reckon that they could go far if they learned to lighten up a bit.

GERMAN HERMAN

Dear TMB,

1 I recently purchased Captain Blood. Any chance of a translation of the instructions, German is not one my strong points.

2 I also purchased Extreme by Digital Integration 18 months ago and I haven't been able to get past Sector One.

D Harfleet, Thornton Heath

1 You're right they are in German. Here's a snippet "Diese schmutzige Geschichte begann an einem schutziggrauen und regnerischen Wintertag. Paris troff vor Nasse im taglichen Hupkonzert..." This means, and I quote, "Take two large eggs, place in a bowl, beat until runny. Now add half a cup of flour and a large knob of butter. Take a left at the 2nd mini–roundabout, pass the garage and then throw the Javelin at an ideal angle of 40°..." Easy.

2 If you haven't got anywhere after 18 months then I'd give up. Trying breeding cockroaches instead.

LIFE, UNIVERSE ET AL

Dear TMB,

Hello. Could you, as you are the cleverest brain in the universe, answer my questions?

1 Can you use a mouse in lemmings?

2 Since Sceptre of Baghdad has now been releases will you review it again?

3 What is your favourite game? Mine is Subbterranea.

Michael Jones, Widnes.

P.S. You simply can't be Trenton! I am referring to Sheer Intelligence (CF 35), your IQ is ∞-1 while Trenton's IQ is 23!

That red eyeball's got it in for the Freddie Frog in Nebulus.

1 Simply put, without beating about the bush, the answer to your question is no.

2 We shan't be reviewing Sceptre again. The original review score of 73% in issue 29 stands.

3 Apart from Wizball, which is my top favourite game. The five I'm playing concurrently at this moment in time are Creatures, Rodland, Liverpool, Drop Zone and Colossus Chess. But according to my recently updated personal files *(Since when have you been keeping stuff like that? - Ed)* the team's favourite games are:

Hutch - Wizball
Ollie - Nebulus
Clur - IK+
Lisa - Bee 52 (he's sweet apparently)
Simon - Elite

P.S. And if I was Trenton I couldn't have fired myself.

Two of my favourite games are Rodland and Colossus Chess. Funnily enough the former is far more challenging than the latter.

RETURN TO SENDER

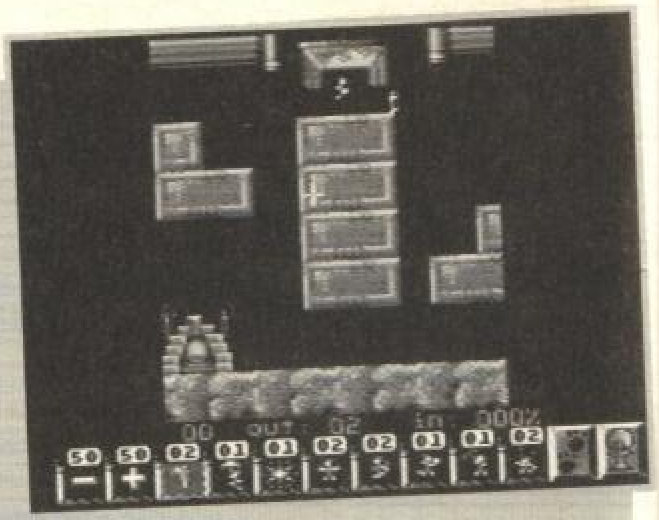
Dear TMB,

1 Why not hold another Arty Party? I'm sure lots of Sarecen Paint pictures would have been done and people are anxious to get them printed.

2 Any game I have ordered from a mail order company has crashed. At first I thought it was the fact that I have an old version 64 or it was my datasette, I got a new datasette but still no change. I have bought a few games from a shop and none of them have crashed once. I don't understand it so please can you explain it.

3 My trusty old 64 is getting old (about 9 or 10 years) and it's been serviced twice. All is fine except the sound, there isn't any! It isn't the TV, so is it the lead or the 64 or what?

Blair Martin, Arisaig



One day, playing Lemmings will become a capital offence.

1 Hutch would love to look at your pictures. If we get enough fab drawings in we might well run another Arty Party page. Pictures of me would be greatly appreciated.

2 Either you're a jinx, or you're a known spy and your postie has been ordered by the FBI to x-ray all your post just before he puts it though your door.

3 If you're using the 64 with a TV not a monitor and you have a picture then the lead's fine, both the sound and picture are transferred as part of one message. Your first step should be to check that your mum hasn't snook in and turned the volume down 'cos she can't stick another session of the Creatures theme. If nothing's been tampered with then take the 64 down to your local computer repairer and get it looked at, it's probably a problem with the SID chip.

YO SYS!

Yo to the one with many neurons,

1 What in Your opinion is the fastest shoot-'em-up on the 64?

2 Why can't you print SYS calls with Action Replay pokes so us lesser mortals who only have reset switches can use them too?

3. Why was the universe created?

May you never get your shoes full of sand.

Paul Fenney, Urmston

1 Erm, quite a difficult one this, without getting too precise and taking to account the amount of sprites on screen and the speed of them, as well as considering the scrolling speed of the background and the release rate of repeat fire. Hummmnn… just wait a microsecond while I do the computations… 4 to the power of 0.954 multiplied by … intergrate twice divide by the numerical constant of the universe and take away the number you first thought of…Yep, that's it, it's a very close run thing between Attack of The Mutant Camels and Drop Zone.

2 When you reset your computer on a lot of games the program will corrupt, so it's a lot more difficult to find SYS calls that will both work and will not corrupt the games graphics or interfere with the game play in any other way apart from give you infinite lives. If SYS calls do exist we will try and print them. Write to Any Roberts, care of Gamebusters if you want to know a reset cheat for any particular game, we'll try to help as much as we can.

3 Contrary to popular belief the universe was not created by some huge brain like being, but by a small, insignificant, seven legged alien named Martin. He was waxing his surf board ready to hit the inter-stellar waves when he knocked over a jar of white spirit that he kept to clean paint brushes with. This started off a chain reaction involving a family of woodlice that would take three of your lifetimes to explain, but ended up with Martin and everything he owned being destroyed in a big bang. And, as we all know, it was a very big bang indeed that formed the universe as we know it.

LE FIN

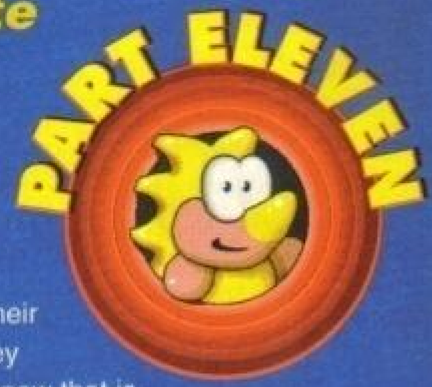
That's your lot for this month, however if you'd like to see your name in print then drop me a line; even extraterrestrial brains like receiving mail. If you'd like to contact me write to The Mighty Brain, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW. Please don't send any flip–flops or SAEs though as TMB can't reply in person (no limbs y'see).

Let's make a MONSTER

THE STORY SO FAR...

John and Steve Rowlands, two chaps who go by the name of the Aphex Twins wrote a game called Creatures 2. It was revered and adored by C64 owners everywhere and so the Twins decided to write a sequel. The game's called Mayhem in Monsterland and it's all about a dinosaur who wants to bring peace to the world and the McRib back to McDonalds. Or something. This month, the cucumber monster makes his debut and Bushland gets a haircut...

They're smart, dead smart, smarter than a particularly bright Dolphin with a Ph.D and some coloured biros. They haven't been letting their smarts go to waste though; the Aphex Twins have been writing a blockbuster game. This is its story.



Mayhem in Monsterland is getting to the stage where we spend most of our time playing it, instead of working on it! This has happened more with this game than any other we've written. The production rate may be down, but at least we're having fun; it's a tough job, but somebody's got to do it.

Over the next four weeks we aim to get all the levels as finished as possible, leaving us the last task of populating them with monsters. To do this we need a monster editor, which must be written specifically for MIM. We also need a cast of monsters which must be sketched and converted to the C64. This will give us the power to fill Monsterland with monsters, with sad ones on the sad levels and happy chappies on the happy versions of each level.

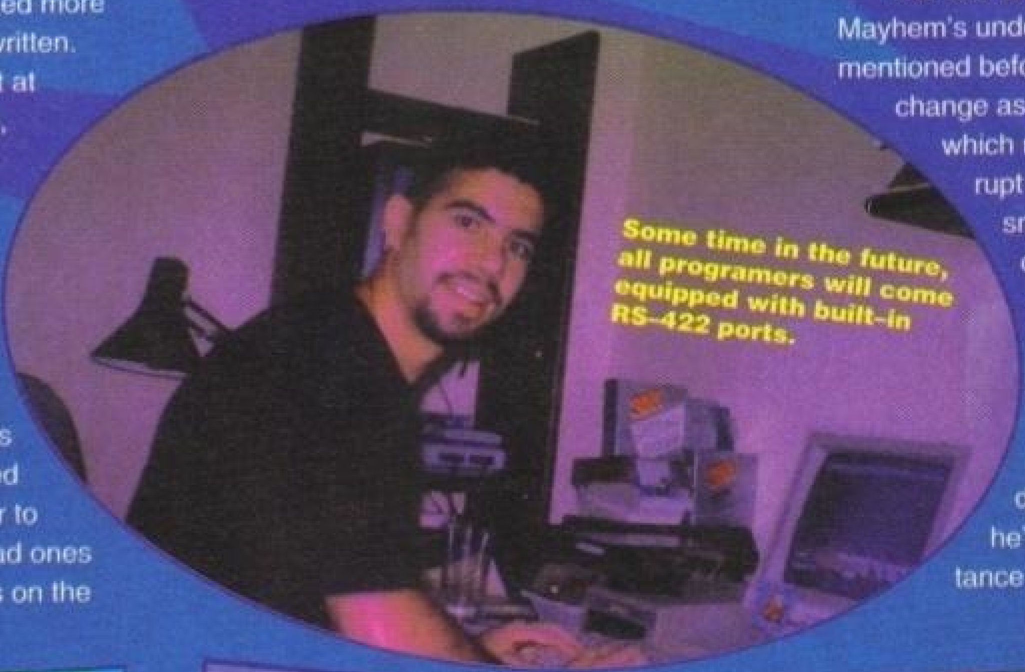
Jurassic June

WEEK 1

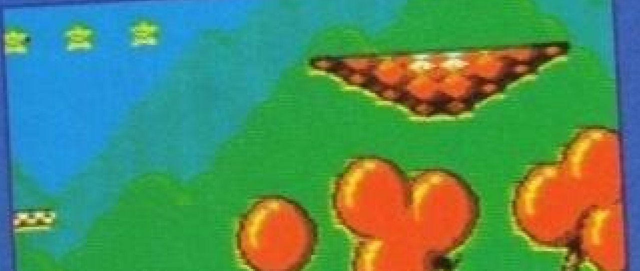
JOHN The monsters of Monsterland don't all die as soon as Mayhem jumps on their heads; that would be too easy. Some have higher hitcounts whereby they require two or three jumps. This means that Mayhem has to keep above them as they move, bouncing off their heads until they explode. Until now that is.

He now has strength which varies, depending on how far he has fallen. The further and faster he falls, the greater the force of impact on the poor monster's head.

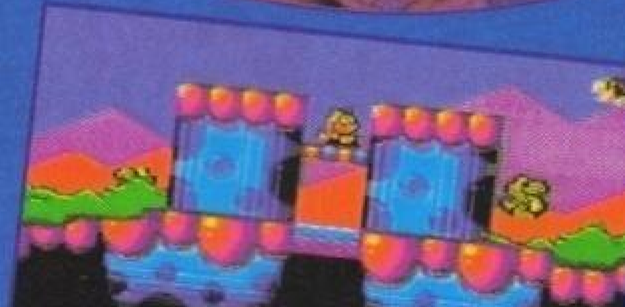
The rest of the week was spent coding all of Mayhem's underwater routines that Steve's mentioned before. These include the colour change as Mayhem becomes submerged, which meant I had to add a raster interrupt to split the sprite colours. His smoke (which appears when he charges and skids) has been swapped for some bubbles, which go well with the bubble sound effects that Steve has already created. The final adjustment was the slowing down of Mayhem's movement, as he's now running against the resistance of water and not air.



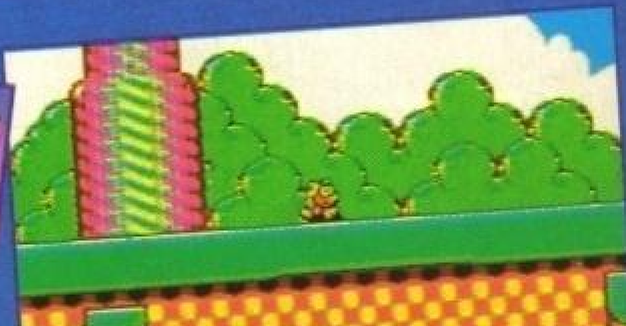
Some time in the future, all programers will come equipped with built-in RS-422 ports.



The status screen has been updated now; it flashes when you get bonuses, hidden or otherwise. Bit rude really.



Welcome to Spottyland where Mayhem's just about to do battle with a snake monster. Lumme.

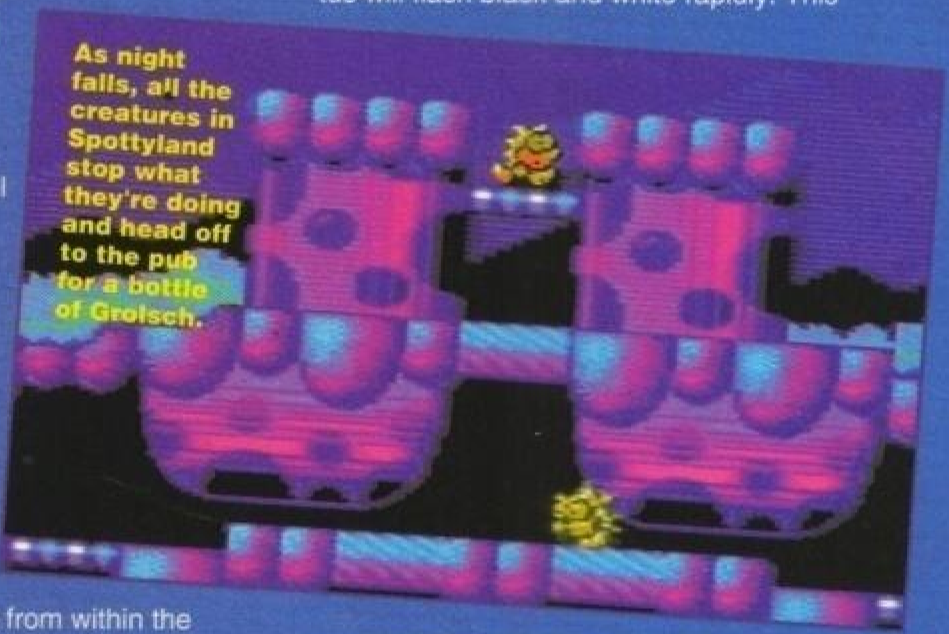


Beneath jellyland, lie some secret caverns, passages, channel tunnels, fossils and even Salman Rushdie.

STEVE This month kicks off with monster designs, mainly for the underwater section of Spottyland. Starting with a paddler monster that has a fat, round body, a big bill and two little webbed feet kicking away. Then there's the leaper fish that leaps (surprised or what?) out of the water and then falls back down to obstruct your progression through the water section. Then came another alien (for use out of water). I had previously designed a baby dinosaur called Dino, and I now have a similar monster which has big spiky armour over his back and head. This can only be killed by charging into his front, but he'll only appear on later levels.

WEEK 2

JOHN Most of this week was spent designing and coding the restart–point system the game will use. After a lengthy discussion we decided to use ones which Mayhem can activate rather than fixed points in the level that he returns to. These points will probably be a series of closed doors which will open when Mayhem runs over them. He can only open one at a time though, and the previous one is closed automatically when a new one's opened. When Mayhem appears after losing a life, it looks like he appears from within the door, with Monsterland zooming out from behind him. It looks rather spiffy actually.

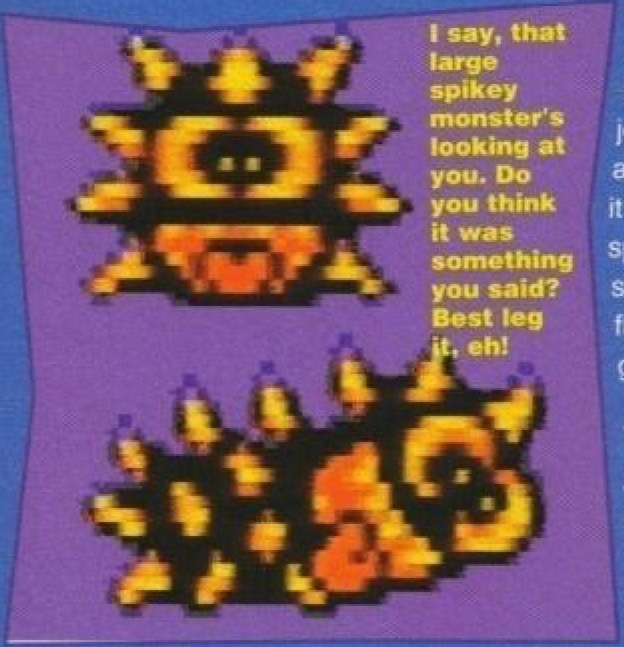


As night falls, all the creatures in Spottyland stop what they're doing and head off to the pub for a bottle of Grolsch.

With more and more of our time being spent running around Monsterland, we're getting a better idea of how the game will play once it's finished. Although it will play extremely well, we felt that each level was missing a time limit. This not only adds a bit of tension to the gameplay, but stops the player just standing around admiring the view (although we couldn't blame them). This meant a redesign of the status area to allow for the remaining time to be displayed during play. We also stopped the status flashing because:

a) it didn't look too hot on screen–shots and

b) we wanted flash various parts of the status at specific times to inform the player, for example when time is running low.



I say, that large spikey monster's looking at you. Do you think it was something you said? Best leg it, eh!

STEVE During the play of the game you will, amongst other things, be able to pick up bonuses. Some of these will be hidden, although the vast majority will be quite easy to find. A problem soon arises when you pick up a hidden bonus – how will you know what you've picked up if you can't see it? So we came up with this solution; whenever you pick up a bonus, hidden or not, the corresponding part of the status will flash black and white rapidly. This attracts your attention and lets you know what new goodies you've just collected. For example, if you picked up an extra life bonus, the '1 UP' part of the status flashes. This happens whether the bonus is hidden or not, and works extremely well in practice.

We've spent more time in the last few weeks actually playing the game than drinking ourselves silly

When you're in the sad part of the game at the start of the level, you're required to collect a quota of magic dust bags left by some aliens. When you've collected a sufficient amount, the 'MAGIC' part of the status screen starts flashing to let you know that you can now leave the level and give all the magic dust bags to Theo Saurus. "Who's he?" you ask. Well, Theo is Mayhem's friend and it's his job to sprinkle the magic dust across Monsterland to make it happy. Mayhem cannot spread this dust about himself because he's unable to fly (a bit like that stupid green duck… allegedly).

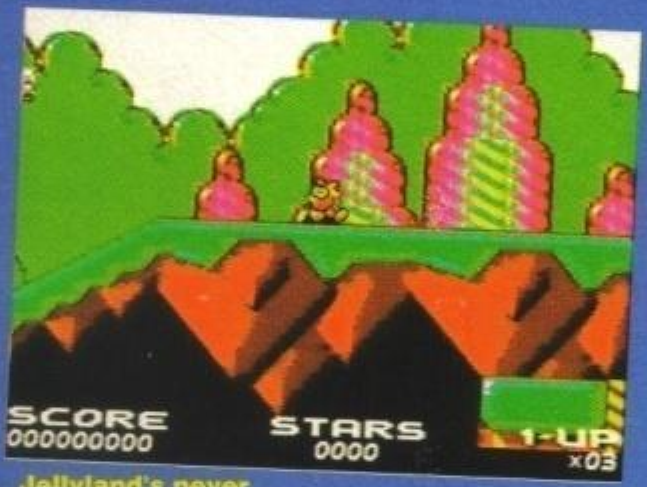
WEEK 3

JOHN Yet another major part of the game was modified this week. At the start of this month I mentioned the monsters hitcounts – these have now been expanded to incorporate some new ideas. As well as simply having monsters that take a certain number of jumps to kill, we've added ones which affect Mayhem's movement. These include invincible ones which Mayhem bounces off, 'springboard' monsters that inflate their chests, spiked monsters that kill Mayhem if he lands on them and ones which do nothing to him (which can be used for background effects). We also have added an 'imposter Mayhem' monster which steals Mayhem's stars upon contact.

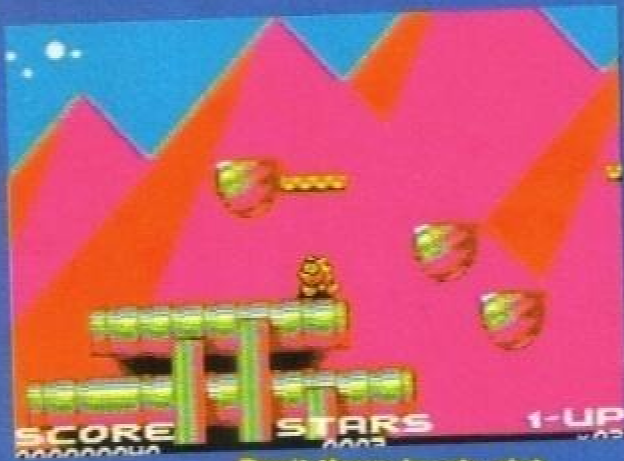
Now that we can cope with spikes on their heads, we've designed some with spikes on their backs. This means that Mayhem will die if he charges into the back of these monsters, but will kill them if he charges into the front of them. This created the need for 'direction hitcounts' – hitcounts that check the monster's direction in relation to the position of Mayhem. This enables us to create a monster with spikes on his head and a shell on his back. If Mayhem jumps on this monster's head he'll die. If he charges into the monster's back, he'll bounce off his shell. The only way he can kill this horrible beasty is by charging into the front of him. All this not only gives Monsterland adrenaline–pumping gameplay, but gives the monsters a little personality (and we don't mean Ronnie Corbett).

STEVE Last month I mentioned a sketch of a big spikey cucumber monster. Well, I've now converted this to pixels and animated it. It consists of three vertically expanded sprites, and is a frighteningly big monster to come up against. As it has spikes nearly all over its body, it will almost certainly kill you if you jump on or charge into him. Basically you to stay well clear of this menacingly mean marauding monster.

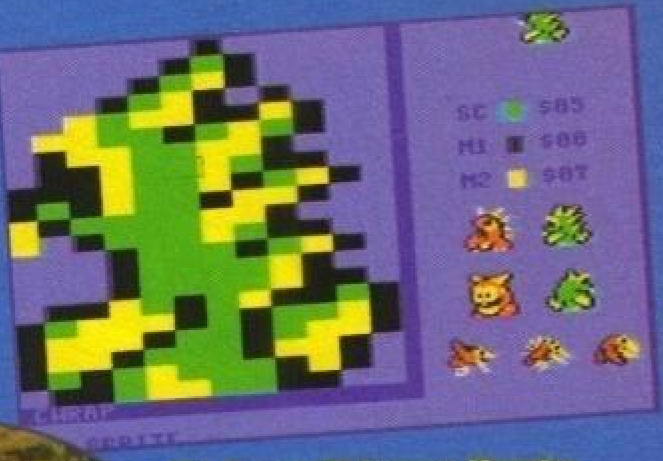
The maps for Spottyland are virtually complete (a few screens were shown a couple of months ago) so the next task is to get this level to a totally finished stage – and to do that, I need to do the sprite bank. This entails scrolling through the level a screen at a time deciding what and where we should put monsters. Now I



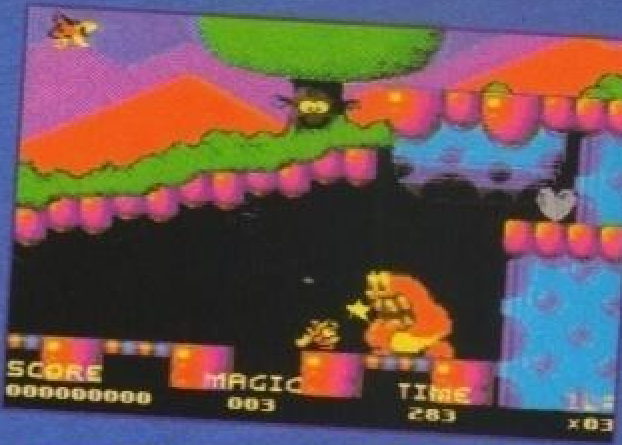
Jellyland's never looked better. Here Mayhem breaks into a quick trot to charge down a baldy monster.



Don't those lovely pink granite mountains look nice. Welcome to Rockland, home on the amonite.



It's the world famous Monster Editor. Here some baby dinosaurs are born.



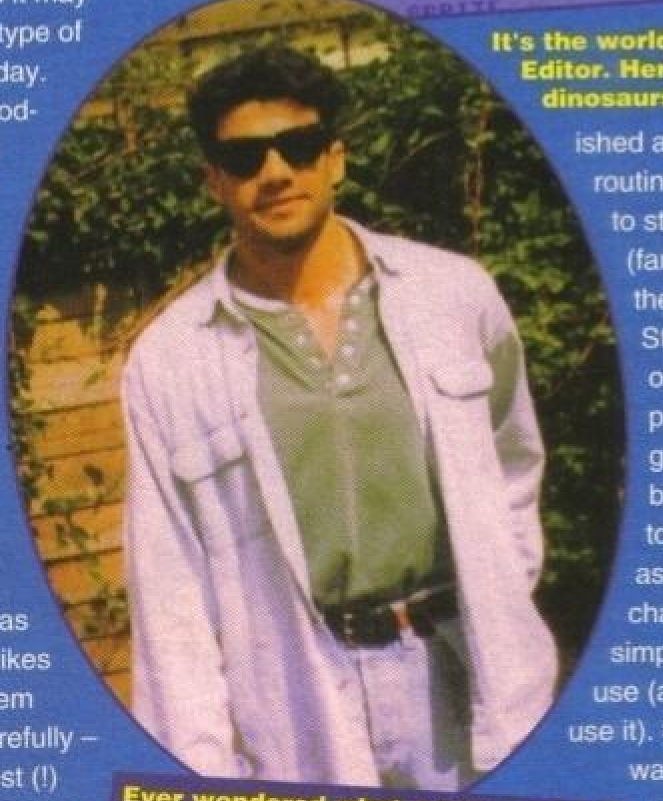
Lumme, that monster's a bit on the, erm, large side. Best ignore him, eh. He might just go away.

have a list of desired monsters, I load them from my library of monsters to form a continuous chunk of data. I then document what I've done and give the whole lot to John for him to deal with the movement patterns. This takes quite a while so I'm getting on with something else in the meantime.

WEEK 4

JOHN As impossible as it may seem, I added another type of hitcount to the game today. 'Animation hitcounts' modify a monster's hitcount from, as the name suggests, its animation. This lets us create inflator monsters (which are effectively springboard monsters) which have spikes on their heads. "How can Mayhem bounce off spikes?" I hear you cry. The answer is he can't, but as his chest inflates his spikes tip back. So now Mayhem must time his jumps carefully – if he lands on a big chest (!) he'll get flung up into the sky.

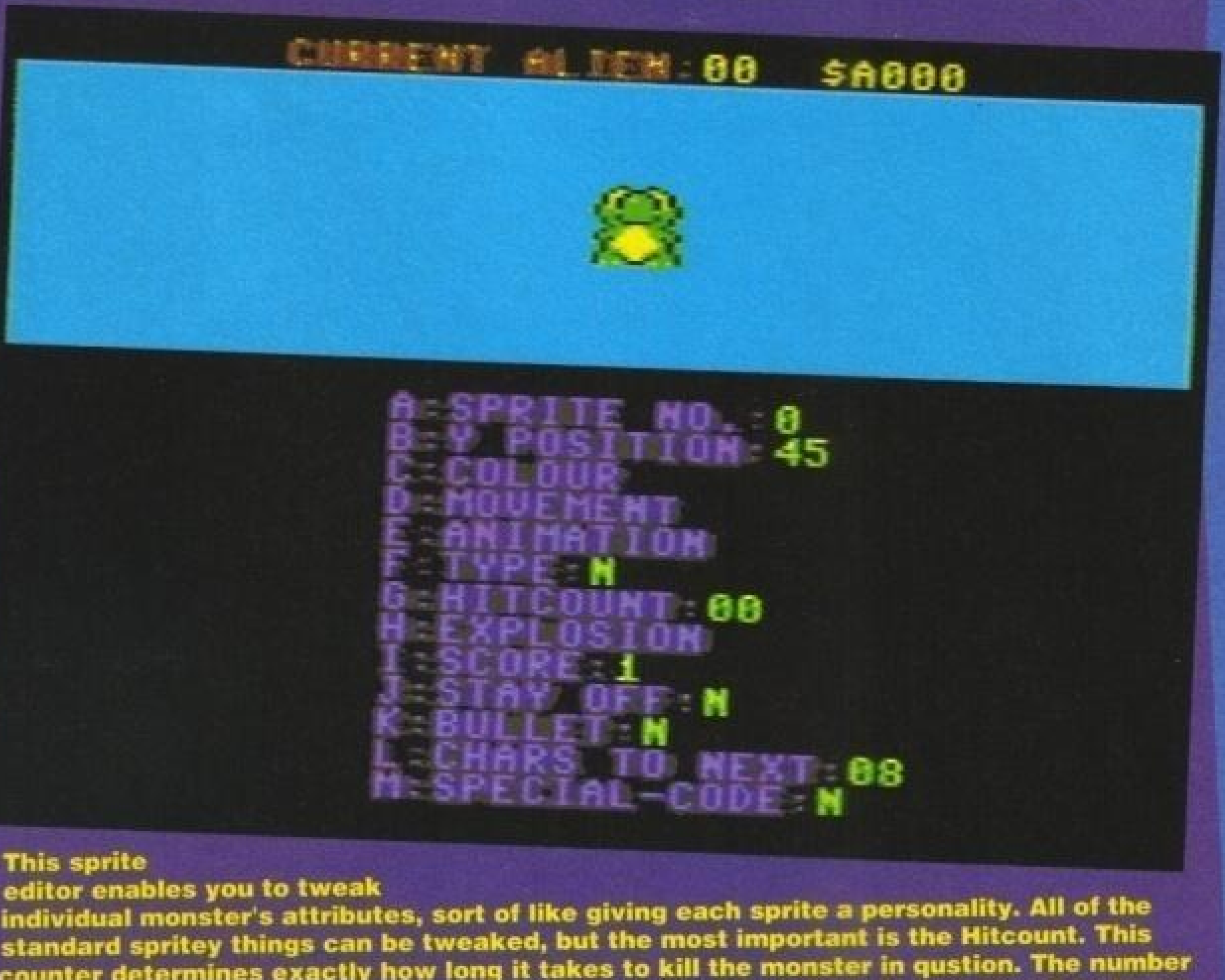
Now that I've virtually finished all my monster–related routines, the time has come to start the monster editor (fanfare). This is effectively the last stage before Steve maps the monsters onto Monsterland, and I progress onto the game's presentation (the bit I love best). This editor must cover every aspect of a monster's characteristics, but still be simple enough for a fool to use (after all, Steve's got to use it). So most of this week was spent designing and coding the basic structure, in particular writing the input/output routines (for the keyboard and screen). With this complete, the next step was to swiftly insert the various monster modifications. It's all going so well at the moment that I reckon I'll have it finished within a week.



Ever wondered what programmers do when they're not vector pointing? The Aphex Twins enjoy a bottle of fizzy pop and old reruns of Hawaii 5–0.

STEVE The backgrounds for Bushland are now going to be redesigned. This is because the big green bushes in the background are just too bland (and bland bushes in this game just won't do). Bushland was the first level ever created for MIM and it got its name because it had bushes in it. But no more, as it now has large pink poles with dark shading down one side scattered amongst jellylike objects that are ultra shiny. Bearing all this in mind I decided to change the level name to Jellyland (after much persuasion from Andy Intro/Outro Roberts). Also in this level are big 'open air' sections where Mayhem goes jumping through clouds on screens that are teeming with stars. The more this game progresses the better it gets. We've spent more time in the last few weeks actually playing the game than drinking ourselves silly (which we do quite a lot, believe us). So move over Sonic, stand aside Mario… Mayhem is coming!

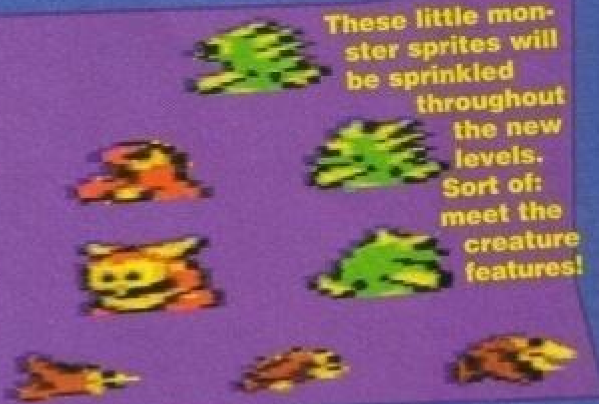
ALTERED PERSONALITIES



```
CURRENT ALIEN:00  $A000

A:SPRITE NO.:0
B:Y POSITION:45
C:COLOUR
D:MOVEMENT
E:ANIMATION
F:TYPE:N
G:HITCOUNT:00
H:EXPLOSION
I:SCORE:1
J:STAY OFF:N
K:BULLET:N
L:CHARS TO NEXT:08
M:SPECIAL-CODE:N
```

This sprite editor enables you to tweak individual monster's attributes, sort of like giving each sprite a personality. All of the standard spritey things can be tweaked, but the most important is the Hitcount. This counter determines exactly how long it takes to kill the monster in qustion. The number next to it refering to the bounces you'll need to complete before despatching it to binary heaven. Obviously, the tougher the monster is, the more points you get. The animation and explosion options eanble you to define how the monster lives and dies.



These little monster sprites will be sprinkled throughout the new levels. Sort of: meet the creature features!

NEXT MUNF

As the levels edge ever closer to completion, monster–mapping rapidly approaches. With presentation being the final area of the game to be coded, Mayhem can see the light at the end of the tunnel. So tune in next issue, as we attempt to complete one of the fastest, most colourful, most playable games ever seen on the C64.

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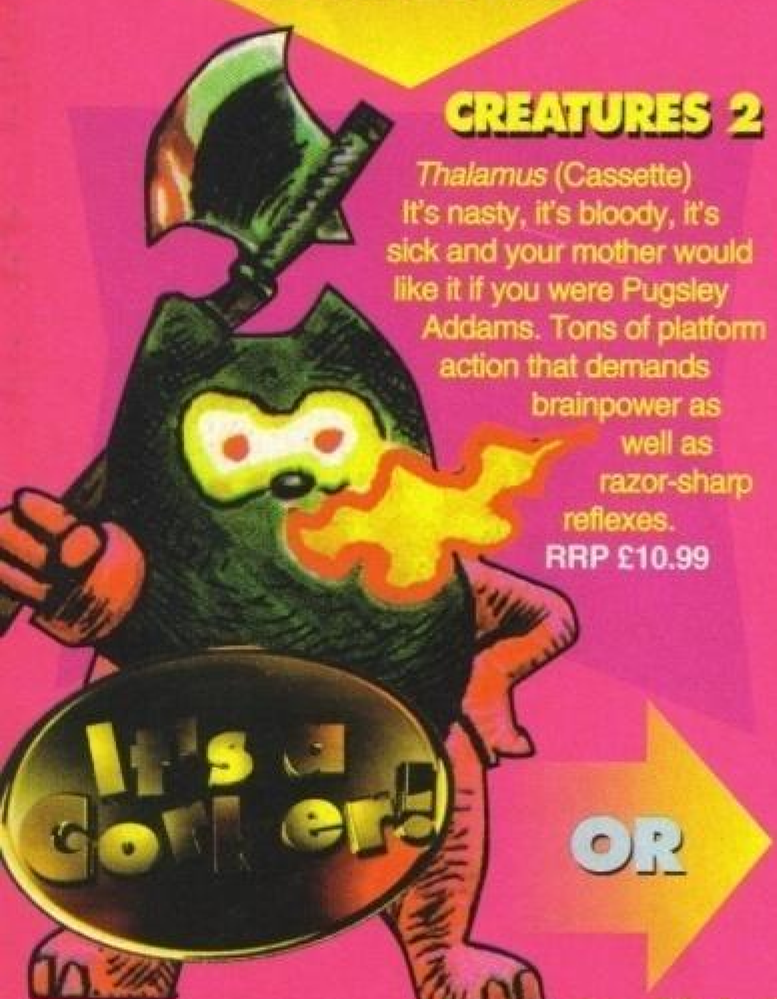
It's a Corker!

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It's nasty, it's bloody, it's sick and your mother would like it if you were Pugsley Addams. Tons of platform action that demands brainpower as well as razor-sharp reflexes.
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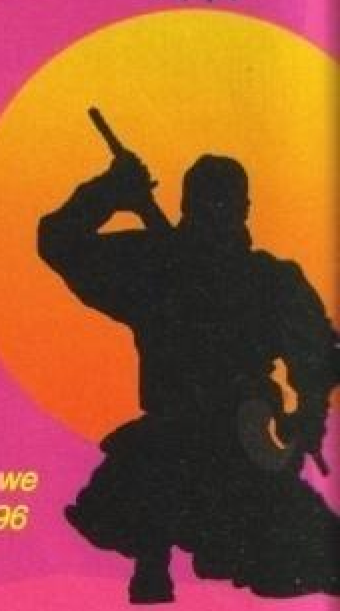

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TECHIE TIPS

Post modernist, transcendental, collectivist and agitprop. Jason Finch knows what all these words mean, but he's not telling. He'll answer your techie queries though, so write to him at Techie Tips, Commodore Format, *30* Monmouth Street, Bath, Avon, BA1 2BW. Unless you're a secular extemporizer.

LETTER MAPPING

Dear Techie Tips,

1 How do I check in a program to see if RESTORE is pressed?

2 How do I print text on a bitmapped screen? All I get is coloured blobs.

3 In bitmap mode, is there any way I can draw circles, squares, rectangles and so on without POKEing each individual location?

Tony, Whitley Bay.

1 The RESTORE key is about the only key on the keyboard that can't be detected by a quick POKE and PEEK. There is a thingy called a Non-Maskable Interrupt (NMI) which occurs whenever RESTORE is pressed, so all you have to do is check for that. A 'vector' at locations $0318 and $0319 direct the computer to a routine at $FE47 in the memory which is the routine that is called when you hit, say, RUN/STOP and RESTORE together. What you have to do is change the vector to point to your own little routine, one that just changes something in memory which you can then read in order to find out whether an NMI has occurred. Try this rather dazzling little proggy - if you press RESTORE, the machine code effectively

ON THE LEVEL

Dear Techie Tips,

1 First of all I'd like to say how good your section of CF is, but why don't you put in some more stuff about machine code as I've had it with Basic?!

2 How do you have different multicolours for each byte because a lot of games do?

3 In a platformer, how does the computer detect the difference between a platform and a background?

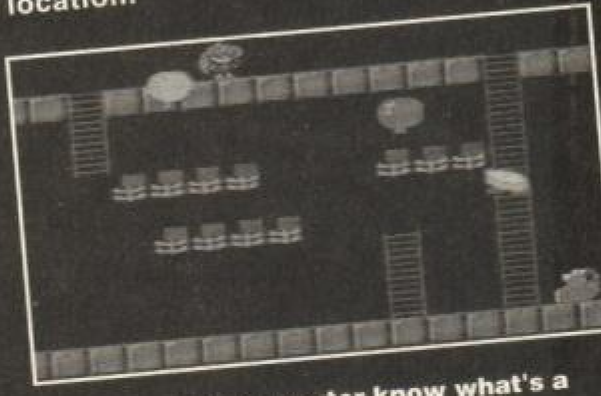
4 Is it best to use sprites or change the actual background for lots of doors, springs and other things like that in a platform game?

Tom Bishop, Glasgow.

1 A large percentage of the stuff I put in is in machine code! Not everyone is as confident with Basic as you are and so I can't really fiddle with the light so that it points entirely on machine language and not at all on Basic. Hopefully, though, people can see how wonderful machine language is and so will write lots of letters telling Hutch how much they'd love to be able to do it themselves.

2 Without using raster interrupts, you can have the background colour, two fixed colours - the multicolours stored in 53282 and 53283 - and eight other colours which can change with every different character on the screen. These are obtained by pressing the Commodore key (the key to the left of the left SHIFT key) and tapping one of the number keys which normally give the colours from orange to light grey. Trouble is, if you are in multicolour mode, they come out as the colours obtained by pressing the CTRL key and tapping that number - black to yellow. But what does it matter what colour they are, they are different!! Even more variety can be achieved using 'raster colour splits', the things the Apex Boyz talked about way back in CF29. I suggest you re–read that for a full explanation.

3 You use a cunning piece of maths to work out which cursor position on the screen the sprite position corresponds to. The vertical one is calculated using YC=(YS-50)/8. If the sprite is somewhere on the screen, this will give a value between 0 and 24 for YC. Do similar for the horizontal position and then take a look at your background map for what character appears at that location.



How does the computer know what's a sprite and what's the background?

4 Using characters will give you more scope for 'enemies' and will actually work out easier to program in the long-run. With the character method, think about whether it would be easier to change the characters that are shown, or leave the characters as they are and just change their definitions. Remember to wash your hands thoroughly afterwards though.

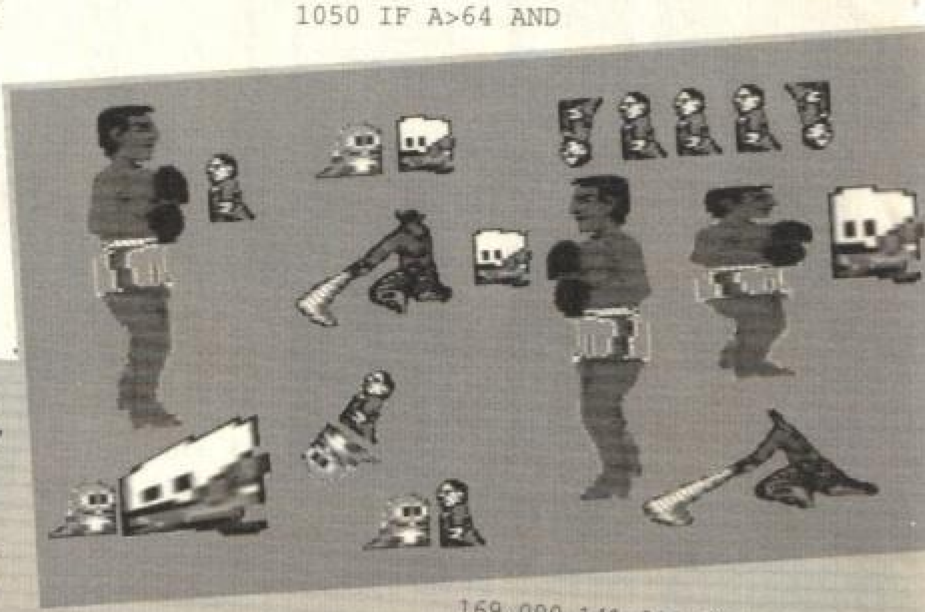
does a POKE 679,1 and it is this that you look for.

```
1 REM RESTORE DETECT BY J.FINCH
2 FOR X=679 TO 700:READ Y:C=C+Y:POKE
X,Y:NEXT X
3 IF C<>1882 THEN PRINT "DATA
ERROR":END
4 SYS 680:PRINT "OK. TRY IT!"
5 :
6 IF PEEK(679)=0 THEN 6
7 PRINT "RESTORE PRESSED"
8 POKE 679,0:GOTO 69 :10 DATA
000,120,169,181,141,024,003,16911 DATA
002,141,025,003,088,096,072,16912 DATA
001,141,167,002,104,064
```

2 To get text onto a bitmapped screen you have to POKE the actual character definitions to the bitmap. By just POKEing the character value, you are actually changing the colour of the bitmap at the position where you put the character; that's why you get the coloured blobs. Lines 1000 to 1110 of this demonstration write text to a bitmap that starts at location 8192, assuming the text is in A$ and the position is given in the variables X and Y.

```
1 REM BITMAP TEXT BY J.FINCH
10 POKE 53272,24:POKE 53265,59
20 FOR X=0 TO 999:POKE
1024+X,22:NEXT X
30 FOR X=0 TO
7999:POKE 8192+X,0:NEXT X39 :
40 A$="COMMODORE FORMAT"
50 X=10:Y=10:GOSUB 1000
60 A$="TECHIE TIPS EXAMPLE"
70 X=14:Y=13:GOSUB 1000
80 PRINT CHR$(19):END
89 :
1000 REM PLOT TEXT IN A$ AT (X,Y)
1010 POKE 56334,PEEK(56334)AND254
1020 POKE 1,PEEK(1)AND251
1030 FOR N=1 TO LEN(A$)
1040 A=ASC(MID$(A$,N,1))
1050 IF A>64 AND
```

How many sprites can you have on-screen at once? See High as a Sprite.



HIGH AS A SPRITE

Dear Techie Tips,

1 I have managed to put a Saracen Paint picture at 40960 in memory with screen data at address 35840, which leaves 32768 to 35788 free for sprite data. How do I use and display sprites that are stored that high up in memory though?

2 Could you produce a Basic loader to show me how to get more than eight sprites on the screen at the same time?

3 Is there any chance of getting an assembler put on a Power Pack in the near future, or is there any chance of you writing one for CF?

J.Carey, Kent.

1 To use sprites up there you do exactly the same as you would do if they were lower down in memory - check out the spiffy Do The Sprite Thing articles in CF33 and CF34. However, something that does change is the location of the sprite pointers (the things that are normally at 2040-2047 in memory). These will move to locations 36856-36863 with your setup because they always lie 1016 bytes further on than the start of the screen memory (1024+1016=2040 you see). To see the sprite stored at 32768, you would do all the normal stuff and then POKE 36856,0. Sprite zero will be at 32768,2.

2 Disassemble the code produced by the Basic loader below. What you must do is create a 'raster interrupt' - I explained it loosely in CF33 under "THERE'S NO LIMIT". As that title suggested, the only limit is that no more than eight can be displayed on the same horizontal line. Make sure that none of the sprites from the top 'zone' cross over into the bottom 'zone' because the eight that are already down there may get a bit miffed. The location of the interrupt is shown by a mark in the border. To change its position, change the value that is stored at $D012 each time (the first DATA value in line 19 for those without monitors).

```
0 REM 16 SPRITES BY J.FINCH
1 FOR X=49152 TO 49374:READ Y:C=C+Y:POKE
X,Y:NEXT X
2 IF C<>26472 THEN PRINT "DATA
ERROR":END
3 POKE 53271,0:POKE 53277,0
4 POKE 53264,0:POKE 53269,255
5 SYS 49152:PRINT CHR$(147)6 FOR N=0 TO
191:POKE 832+N,RND(0)*256:NEXT N10 DATA
120,169,036,141,020,003,169,19211 DATA
141,021,003,169,027,141,017,20812 DATA
169,000,141,018,208,173,025,20813
DATA 169,001,141,025,208,141,026,20814
DATA 141,013,220,096,162,000,160,00015
DATA 189,159,192,153,000,208,189,17516
DATA 192,153,001,208,189,191,192,15717
DATA 039,208,189,207,192,157,248,00718
DATA 200,200,232,224,008,208,225,16919
DATA 160,141,018,208,169,092,141,02020
DATA 003,169,192,141,021,003,238,02521
DATA 208,076,049,234,206,032,208,16222
DATA 032,202,208,253,238,032,208,16223
DATA 000,160,000,189,167,192,153,00024
DATA 208,189,183,192,153,001,208,18925
DATA 199,192,157,039,208,189,215,19226
DATA 157,248,007,200,200,232,224,00827
DATA 208,225,169,000,141,018,208,16928
DATA 036,141,020,003,169,192,141,02129
DATA 003,238,025,208,076,129,234
30 :
31 REM X-POSITIONS  POKE 49311+N,X
32 DATA 032,082,132,182,056,106,156,206
33 DATA 080,130,180,230,104,154,204,254
34 :
35 REM Y-POSITIONS  POKE 49327+N,Y
36 DATA 098,094,090,086,140,136,132,128
37 DATA 182,178,174,170,224,220,216,212
38 :
39 REM COLOURS   POKE 49343+N,C
40 DATA 000,001,002,003,004,005,000,007
41 DATA 008,009,010,011,012,013,014,015
42 :
43 REM POINTERS  POKE 49359+N,P
44 DATA 013,014,015,013,014,015,013,014
45 DATA 015,013,014,015,013,014,015,013
```

3 If the great Hutch was to ask me, then there's every chance I would write one for CF. But then he's been acting very peculiarly lately, leaping about in Reebok Step trainers, that I don't know if he'd listen. *(Walls have ears – Ed).*

"No no, no no no no... there's no limit." Actually 2 Unlimited are masters of the raster interrupt. As their top tune's lyrics prove.

INFORMATION BANK

SIGHT FOR SORE EYES?

Dear Techie Tips,
I have written a useful machine language routine. It works by changing the IRQ interrupt to another routine and makes the writing on the screen glow all the time, even when programming!
Jamie Sampson, Boston.

If you have this routine going while you are programming, I don't accept responsibility for what it will do to your eyes! Be warned, low flying aircraft have been known to come in for landing on C64 owners roofs thinking that the runway was actually part of the ILS system. Life, eh?

```
0 REM FLASHING TEXT BY J.SAMPSON
1 FOR X=49152 TO 49197:READ
Y:C=C+Y:POKE X,Y:NEXT X
2 IF C<>6240 THEN PRINT "DATA
ERROR":END
3 POKE 53280,0:POKE 53281,04 SYS
49152,10
DATA 120,169,013,141,020,003,169,19211
DATA 141,021,003,088,096,169,133,16212
DATA 000,157,000,216,157,255,216,15713
DATA 200,217,157,000,218,157,233,21814
DATA 232,224,255,240,003,076,017,19215
DATA 238,014,192,076,049,234
```

```
A<91 THEN A=A-64
1060 IF A>192 AND A<219 THEN A=A-128
1070 FOR L=0 TO 7
1080 POKE 8192+Y*320+(N+X-
1)*8+L,PEEK(53248+A*8+L)
1090 NEXT L,N1100 POKE 1,PEEK(1)OR4
1110 POKE 56334,PEEK(56334)OR1
1120 RETURN
```

3 Not with the standard C64 Basic. You have to write routines that calculate the X and Y positions of each point in the circle or whatever, and then GOSUB to a few lines that bung a dot at that position.

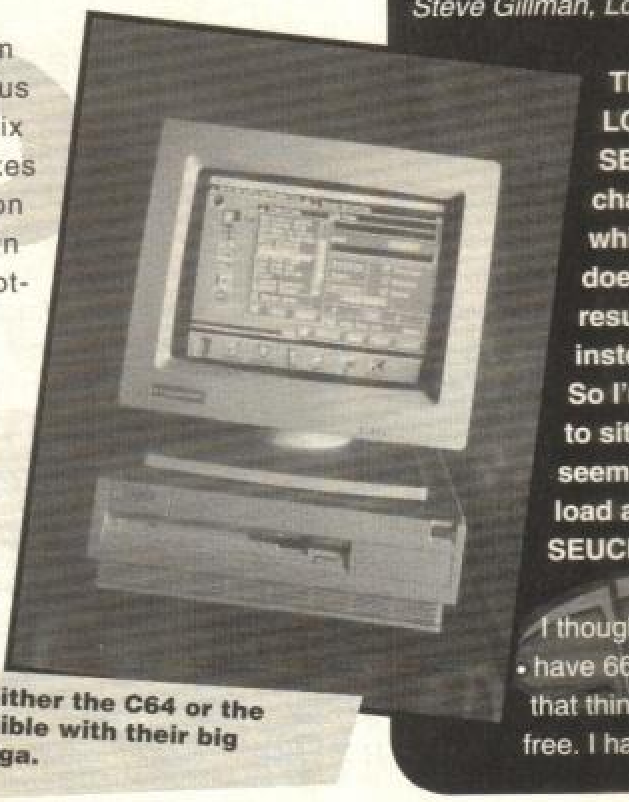
VIRAL INFECTION

Dear Techie Tips,
Firstly I would like to compliment CF on being the best C64 mag around, with the best and most informative technical section around! I have enclosed a program that emulates a virus program from a Unix network which makes all the characters on the screen fall down into a pile at the bottom.
Richard Hands, Lichfield.

This is one of those programs that you load up on a computer in Dixons or something. Type POKE 808,254 first so they can't restore the screen!

```
0 REM TEXT FALL BY R.HANDS
1 FOR X=49152 TO 49375:READ Y:C=C+Y:POKE
X,Y:NEXT X
2 IF C<>29170 THEN PRINT "DATA
ERROR":END
3 PRINT CHR$(147):SYS 49152:LIST 0-44
REM SIT AND WAIT!!
10 DATA 120,169,078,133,082,169,054,141
11 DATA 020,003,169,192,141,021,003,169
12 DATA 231,133,253,169,007,133,254,169
13 DATA 191,133,251,169,007,133,252,169
14 DATA 000,160,000,032,145,179,032,151
15 DATA 224,032,191,177,165,100,133,080
16 DATA 169,001,133,081,088,096,198,080
17 DATA 208,014,198,081,208,010,169,076
18 DATA 141,020,003,169,192,141,021,003
19 DATA 076,049,234,160,000,177,253,201
20 DATA 032,208,016,177,251,201,032,240
21 DATA 010,145,253,169,032,145,251,169
22 DATA 089,133,082,056,165,253,233,001
23 DATA 133,253,176,002,198,254,056,165
24 DATA 251,233,001,133,251,176,002,198
25 DATA 253,165,252,201,003,208,035,165
26 DATA 251,201,255,208,029,165,082,201
27 DATA 078,240,026,169,231,133,253,169
28 DATA 007,133,254,169,191,133,251,169
29 DATA 007,133,252,169,078,133,082,076
30 DATA 049,234,076,076,192,169,078,133
31 DATA 082,169,054,141,020,003,169,192
32 DATA 141,021,003,169,231,133,253,169
33 DATA 007,133,254,169,191,133,251,169
34 DATA 007,133,252,169,000,160,000,032
35 DATA 145,179,032,151,224,032,191,177
36 DATA 165,100,133,080,169,001,133,081
37 DATA 076,049,234,000,000,000,000,000
```

(Right, that's your lot. Take care entering those data lines and try not to spill coffee on you keyboard when you turn the page. It gets all gooey – Ed).



Unfortunately, neither the C64 or the C128 are compatible with their big brother, the Amiga.

QUICK SHOTS

I was one of the lucky ones to be a member of ClubLIGHT and you told us how AR could be used to speed up the loading of the LIGHT disks. Is it possible to enable Action Replay's FastLoad from within SEUCK so that LOADs and SAVEs can be done faster?
Steve Gillman, London.

The jump to the computer's LOAD routine is at $04E8 in SEUCK. However, simply changing the address to which the computer jumps does not provide the same results as it did with LIGHT - instead the computer crashes. So I'm afraid you will just have to sit back and wait what does seem an eternity each time you load and save anything in SEUCK.

I thought that a 5.25" disk could only have 664 blocks free;I've got a disk that thinks it has over 3000 blocks free. I have enclosed a directory printout of the disk concerned and wondered if you could advise me.
S.Diamond, Durrington.

The best thing to do would be to reformat it. The little bits of information on the disk have become very confused. From the state of the directory it looks as though it would be best to give them a quiet send-off as opposed to making a vain attempt to revitalise them. Besdies if it's gone wrong once it may well do so again.

We recently 'inherited' a rather fetching C128 and related hardware gubbins. Could you advise us as to the availability of software compatible with this equipment; and for the CP/M operating system? Would software for the Amiga range of computers be compatible with the C128?
Mrs M.E.Sanders, Peterborough.

Software for the C128 in its true C128 mode is scarce. The computer was not a success for some reason. Lots of CP/M software was also promised but never appeared, and Amiga software would definitely not be compatible; they are vastly different machines.

DR FINCH'S CASEBOOK

In a torrid tale of lust, passion, vectors, memory allocation and warm starts, Jason Finch attaches a huge great magnifying glass to his one good eye and opens his casebook for the first time.

Loaders are the little programs that your C64 has to cope with before it tries to load the main wodge of a game. These range from something that just makes the border flash, to something like a whole game that you can play WHILST the main game is loading. Cor, exciting thought, isn't it? And guess what, you're going to be able to have such things on your own programs from now on. Cor, you'd better read on, eh?

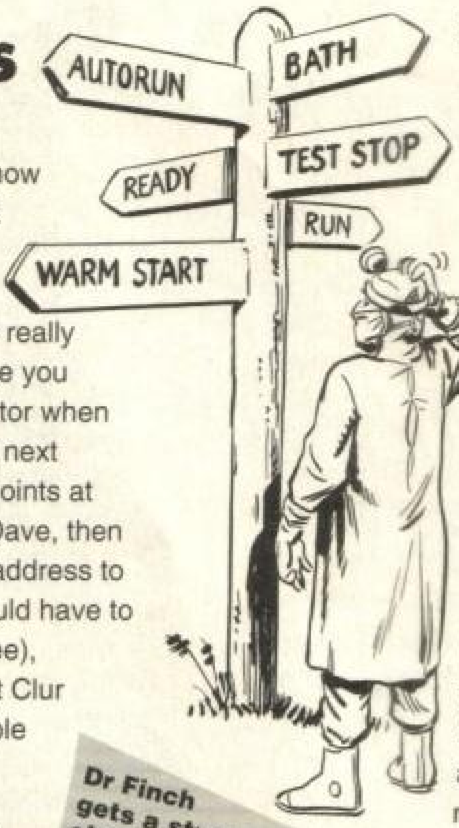
WHOSE ROUND IS IT ANYWAY?

To have any hope of understanding how loaders work, you need to know what a vector is. In maths they may tell you it is something like a straight line, but just ignore them; vectors are really things which point to other things. Like you could say that Trent represents a vector when someone asks him who is buying the next round of drinks, because he always points at someone else. If he was pointing at Dave, then Dave would be the equivalent of the address to which the vector points and Dave would have to buy the drinks (we obey Trent, you see), whereas if Trent was made to point at Clur instead, she'd have to get them. Simple really.

SAVING LOADERS

Loaders work with the help of vectors and special savers (machine code routines, not the things your granny gets for cheap bus fares). They write a small machine code program onto the tape which consists of a header, containing the filename and some of the loader's code and the main part of the loader. The main program is then written to the tape, usually without the header that a normal program would have; for more detailed information on headers, take a look at "Datassette and Maths" in CF23-25.

Basic programs load into memory at location 2049 onwards but loaders load into memory much lower. Because a lot of the loader's code is stored in the file's header, all that the main part has to do is change the WARM START vector so that it points at the code in the header, though in practice it normally does more.



Dr Finch gets a strange sign.

SIGN OF THE TIMES

Picture this, you are driving to Bath when you come to a fork in the road. There is a sign pointing to the left that says 'This way to Bath'. So you go down that road, through a few other towns, and eventually arrive in Bath. You do the same thing a year later but this time the sign points to the right instead. You go right, through a few different towns, and eventually arrive in Bath. The sign marking the fork in the road is the equivalent of the WARM START vector. You look at it when you get to the fork in the road, and the computer looks at it when it has finished loading the loader. The sign can point to different roads that take you through different towns before arriving in Bath; the computer equivalent is that the vector can point to different machine code routines that do different things before printing up the 'READY' message. You have to change that sign, so that the computer takes your road and not the original one; so that it runs your loading routine and not the normal one.

RUN!

To automatically RUN a program once it has loaded, your loader simply has to carry out a RUN statement before it returns to Basic. This can be done in several ways but the simplest is just to store some values in the keyboard buffer to make the computer think the person who loaded the program also typed in RUN.

FLASHERS

To make the screen flash whilst the main program is loading, the loader has to change yet another vector, the TEST STOP vector. This is more of a diversion than an alternate route. You make the vector point to a piece of code that makes the border flash, before returning to what the computer would have done normally had you not changed that vector.

DON'T INTERRUPT!

The creme de la creme of loaders is the interrupt loader. This loads the main program in the 'background' while the computer is doing something else. For instance, you could have a countdown ticking away or music playing. The equivalent to this would be when you are in school doing some maths when you are really thinking about the film you watched on television last night. We'll have a look at these next month when I'll also give you more details on programming loaders.

DO-IT-YOURSELF

If that all sounded a bit like the plot to a horror movie then never fear for the Power Pack is here, check out AUTORUN and FLASHLOAD - instructions for using them are on the Tape Pages.

GAMEBUSTERS

CARNAGE

Power Pack 33

Jack Turner has discovered a handy little feature to add a little more fun to your racing antics. Simply pull down on the joystick and press fire to drop a mine on the track - then sit back and watch your opponents explode!

ATA

Power Pack 33

As you might have predicted, here`s Richard Beckett again with a veritable banquet of tips for this delightful puzzler (and I didn`t even mention Tetris... damn, that`s blown it).

- ● When the game becomes too fast for your reactions, use the pause mode to work out where to put the next piece.
- ● If you`re trying to complete four lines at once, then leave a gap at the sides for the long block (as opposed to the middle), as no other shapes can fit in gaps that are 1 block wide and more than 3 blocks deep.
- ● Try not to complete a line if the shape you use creates a gap surrounded by blocks. Instead try to use shapes that fit in the gap perfectly.
- ● When positioning a block, try to leave a gap that can be filled by more than one shape, unless the display at the top-left shows that the next block will fit.
- ● If your row of blocks becomes too high, freeze the game with an Action Replay cartridge, press `T` to edit the screen, then fill in the gaps using any letter key. Restart the game, and when the next block hits the top column the incomplete rows will vanish.

ACTION REPLAY POKES

Here`s a bumper portion of Action Replay POKES for some of those classic Zeppelin games courtesy of Warren `WAZ` Pilkington. To use the POKEs, freeze the game, press `E` to enter the pokes, and then restart the game using `F3`.

Q10 TANKBUSTER

POKE 35307,165 - Infinite lives

Uncle Fester's looking a bit perturbed. Must be that carrot's fault.

FRANKENSTEIN

POKE 34802,165 POKE 41724,165 - Infinite lives

POKE 33921,165 - Infinite time

POKE 34741,165 - Infinite fear

TITANIC BLINKY

POKE 3201,173 - Infinite lives

BLUE BARON

POKE 6899,173 - Infinite lives
POKE 9243,173 - Infinite fuel
POKE 10893,0 - Infinite hits

KICK BOX VIGILANTE

POKE 42995,0 - Infinite energy

BOD SQUAD

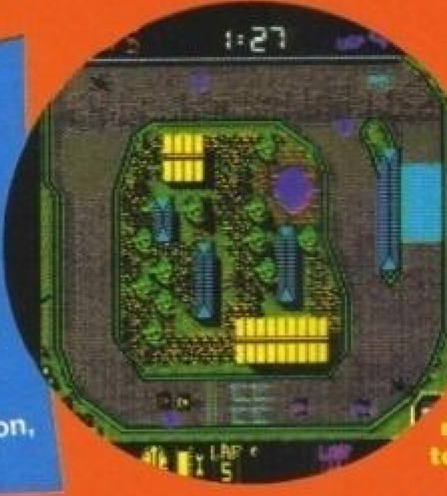
POKE 20530,173 - Infinite lives
POKE 28841,173 - Infinite time

THE ADDAMS FAMILY

Fiddlesticks! There were a couple of mistakes in the solution in CF31, which Richard Beckett has kindly pointed out. Cheers, Rich. Level 1: After rescuing Pugsley, follow the solution until it says `R, RESCUE LURCH`. This should read `R, R, R, IN DOOR, R, RESCUE LURCH`. Level 2: After rescuing Morticia, go R, R, IN DOOR, D as instructed, then go IN DOOR, R, R, R, R, U, R, IN DOOR, IN BOTTOM DOOR, IN LEFT DOOR, and then continue from where you were in the solution. Level 3: Near the start of the solution, when instructed to go left four times, instead go left five times. The point where it says `R, RESCUE THING` should actually read `R, DOOR, RESCUE THING`. Richard also has a cunning cheat for this freaky platformer. On the title screen, press RESTORE instead of fire to load the first level. When you start the game everything will be twice as big, which makes jumping onto the cauldrons much easier.

WIN! WIN! WIN!

$1,000,000 GIVEAWAY! But not in this magazine. However, there is a rather tasty software voucher up for the taking each and every month. Simply bundle your best cheats, POKEs, maps, tips, and solutions into an envelope and post the whole lot to: Andy Roberts` Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW.



If you think that car driving's a bit tough in Carnage, why not try and pull out of Oxford Street at five o'clock in the afternoon. Now that's tough!

Angry? Frustrated? Balding? In need of some handy hints, cheats and solutions? Look no further, oh troubled soul; Andy Robert's got some good news for you...

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THE SIMPSONS BART VS. THE SPACE MUTANTS

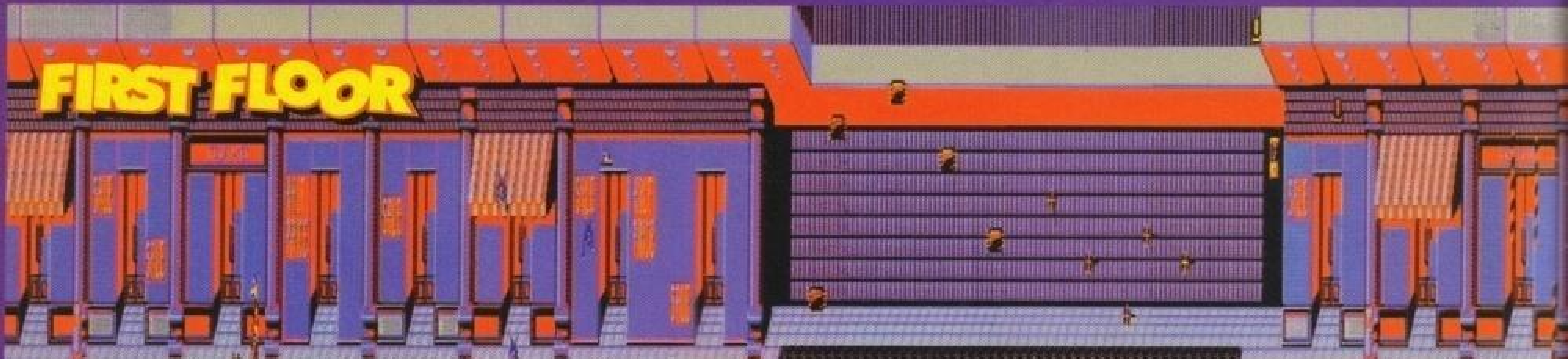
PART 2

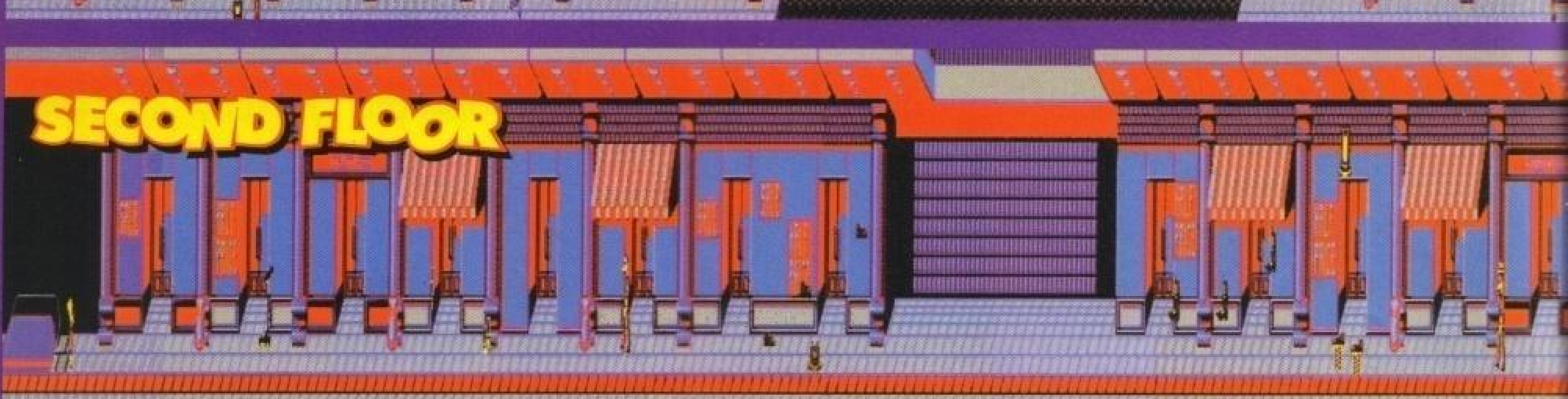
Here's Andy Roberts with the second part of his complete solution. This month Bart's exploring the many delights of Springfield Shopping Mall. You can almost hear the nauseating sales girls..."missing you already".

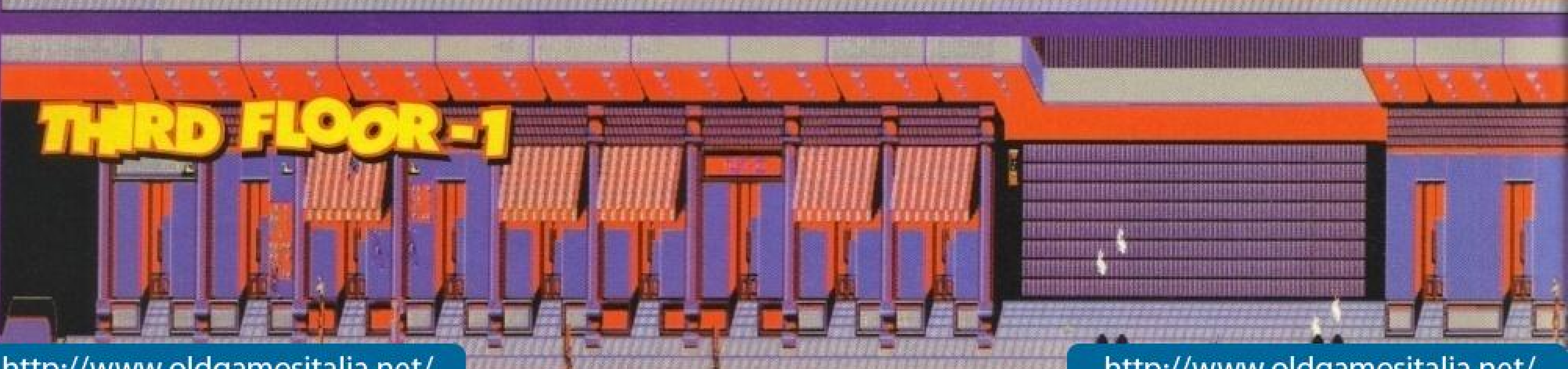
LEVEL 2 — THE SHOPPING MALL

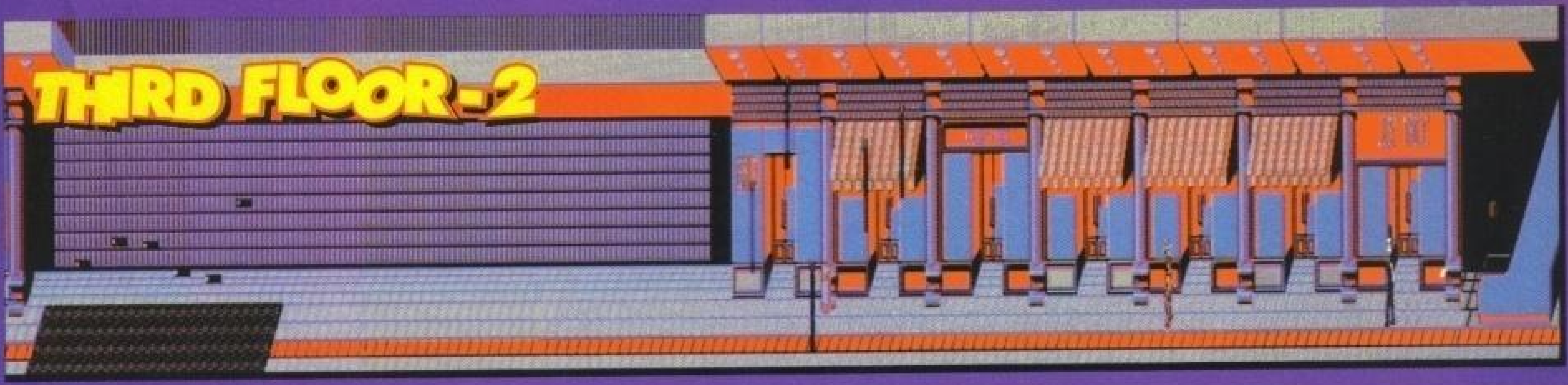
Hats, hats, and more hats. Yep, the aim of this level is to collect as many hats as possible to achieve your goal (some can be collected, others have to be knocked from people's heads). Be sure to use the X-RAY spectacles before jumping on anyone's head — if they aren't a mutant Bart will lose half a life.

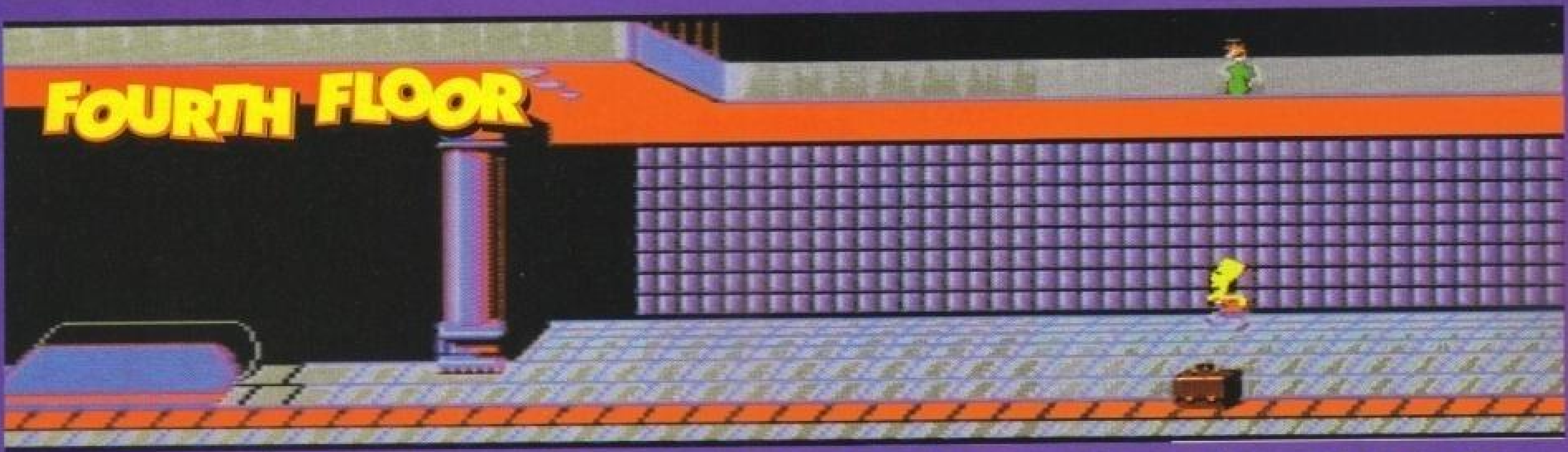
FIRST FLOOR: As you progress through this section, jump up on any litter bins to reveal extra coins (which are only useful on the next level). Walk underneath the bouncing hoops, past the mutants, then under another set of hoops until you reach a vast pit. To cross it the easy way, stand on the second platform and jump up three times to be carried



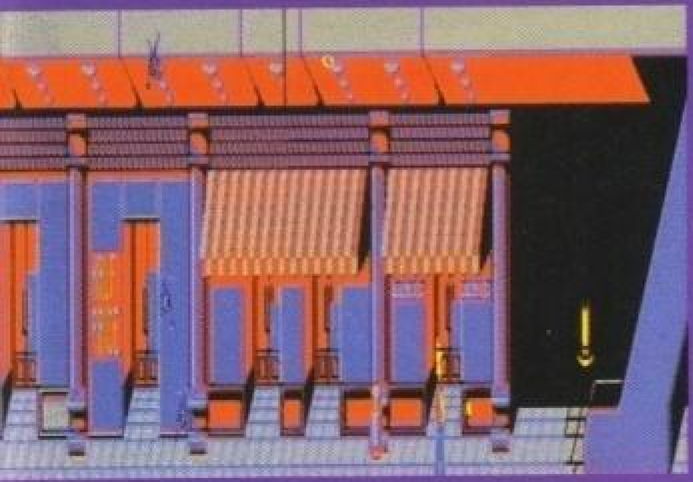


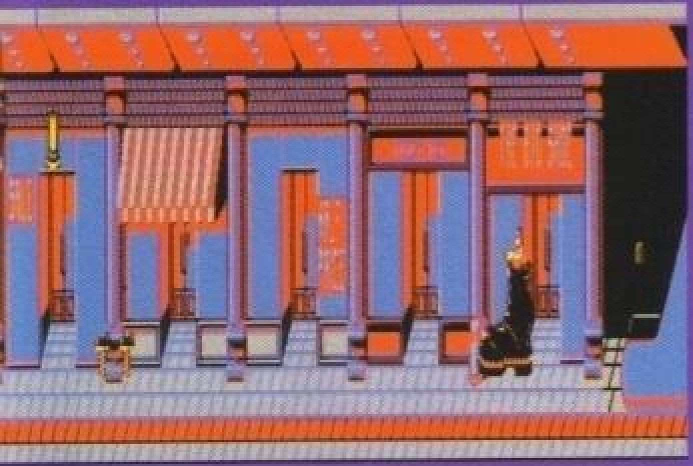


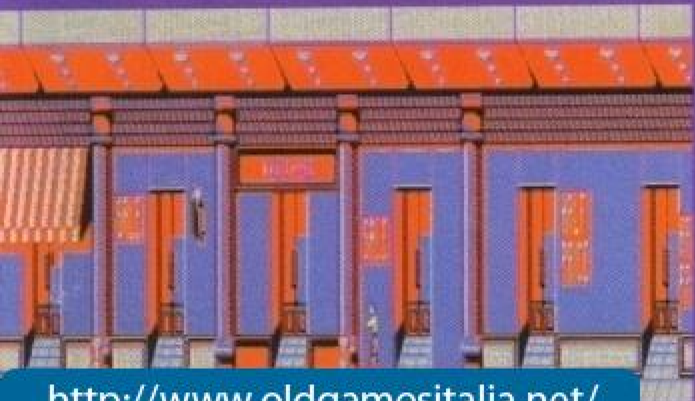




across. Continue under another set of hoops, past the barber's poles (which require meticulous jumping precision), and quickly past another bunch of mutants. At the end of the level you'll come face to face with Clyde. Stand on the litter bin to avoid his bullets, knock the hat off his head, then leap back onto the litter bin. He'll change position every time he fires a bullet — when he does, move to the opposite side of the screen. Then simply jump on his head five times to progress to the escalator (collect the hat on the way).







SECOND FLOOR: As before, don't forget to jump up on litter bins to gain extra coins. Jump over the two sets of walking shoes (when they're still), past the next two sets of yellow boots, then wait for a couple of blokes to come out of the shop — get their hats. Go right past another set of walking shoes, then walk under the next three shoes and collect the hat. Run past the stomping shoe, then underneath the next three stomping boots. Now move carefully over or under the springy shoes (tm) and wait outside the shop for a few hat-bearing citizens to come out. Now move right past some more yellow shoes and springy shoes. At the end of this section comes the big shoe, and it's important to learn the movement pattern before attempting to dispose of it. Using a combination of short and long jumps, it moves to the centre of the screen, back to the right, then to the far-left and back to the right again (it's quite easy to run underneath it). Knock the hat off the guy's head, then jump on his head a further ten times to get rid of him for good.

THIRD FLOOR: Run right and wait by the first mutant — a whole stream of hat-wearers and mutants will appear. Go right under the mutants, then jump over any walking luggage (duck under the bouncing luggage). The rabbits which pop out of the hats are rather tricky to get past, so just take a large leap over them when they drop down into the hat. After another stomping mutant comes another set of rabbits — deal with them in the same way. Once you've made your way past some more luggage, you'll have to negotiate a pit using only the magic wands to stand on. Go right past more luggage, under the bouncing wands, then continue right to the end of the section. The magician lurks at the end of this section, and is possibly the trickiest. He'll appear from nowhere, and the first stage is to knock the hat from his head. Then, dodging his bullet, run to the left/right of the screen and wait for him to disappear. When he re-appears, rush quickly towards him and jump on his head (then prepare to avoid his bullet again), repeating this until he's dead.

FOURTH FLOOR: There aren't any mutants to kill or avoid on this section — simply run right to meet with the infamous Mrs. Botz. This final opponent isn't that difficult to dispose of. Mrs. Botz will follow Bart and drop luggage down on him. Move aside to avoid the luggage, then jump on top of it to send it hurtling back towards her. You'll need to hit her ten times to finish the level, which is easier said than done (er, if you know what I mean).

NEXT MONTH

It's showtime! Join us in CF37 when Bart attempts to make his way through the Krustyland Amusement Park in one piece. It's an experience not to be missed (probably).

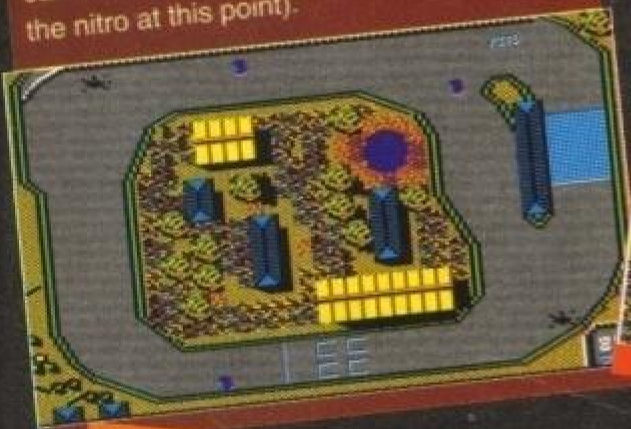
CARNAGE

Destruction, terror, and mayhem (in Monsterland? - Ed). Andy 'Reliant' Roberts has got a boot-load of tips for this car-crushing experience.

TRACK 1

TIME: 3.00 LAPS: 4

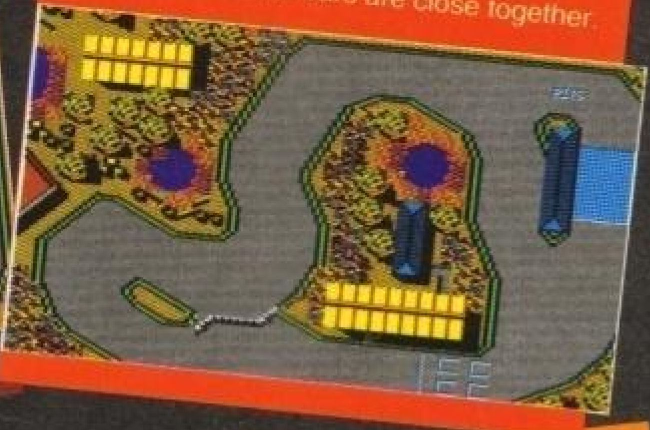
A nice, simple introduction to the game, with only a handful of fairly painless bends. If your car is damaged, you can drive through the PITS with ease (use the nitro at this point).



TRACK 2

TIME: 3.00 LAPS: 5

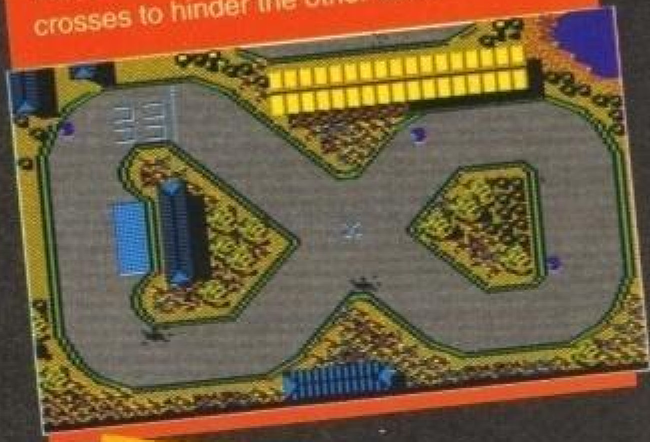
No real problems here either, although the straights can get a little cluttered with the other drivers. The 'U' bend at the left of the screen can be a problem when the cars are close together.



TRACK 3

TIME: 3.00 LAPS: 6

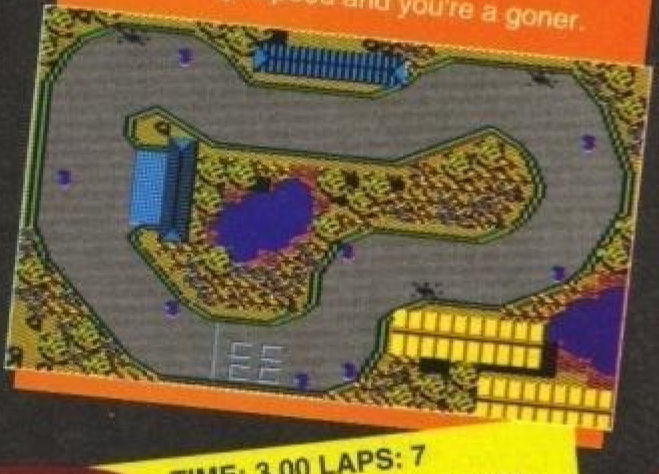
A rather interesting track, as more often than not there are frequent crashes at the crossover point! If you have a mine handy, drop it directly on the crosses to hinder the other cars.



TRACK 4

TIME: 3.00 LAPS: 7

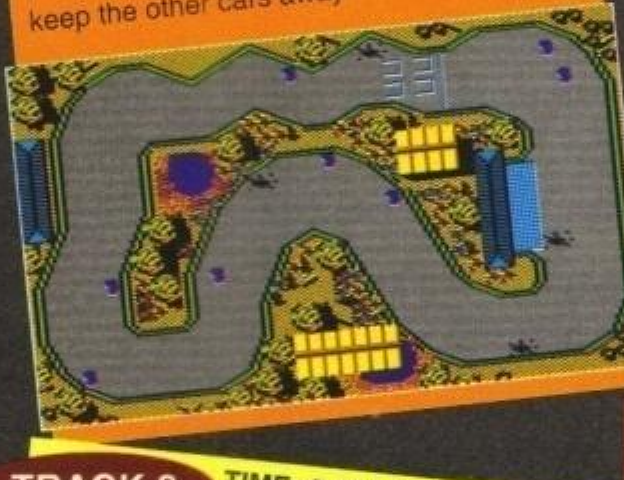
This track calls for a higher top speed, plus a cool head to negotiate the bends at the bottom. The straight at the top can be driven in a straight line - lose control at high speed and you're a goner.



TRACK 5

TIME: 3.00 LAPS: 7

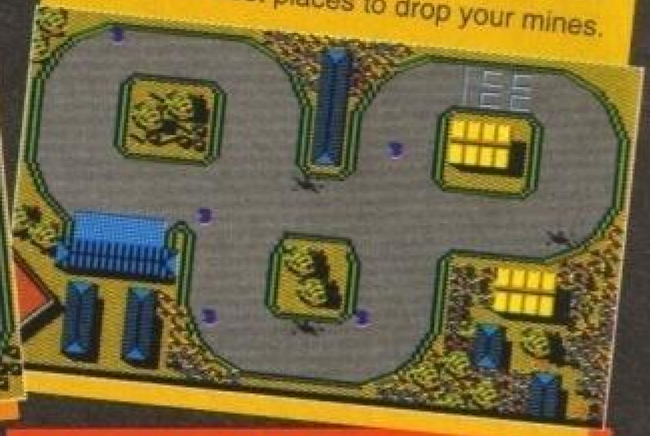
The 'U' bend is the major problem here, especially when you increase your top speed again (which is essential). Dropping a mine or two is the only way to keep the other cars away.



TRACK 6

TIME: 3.00 LAPS: 6

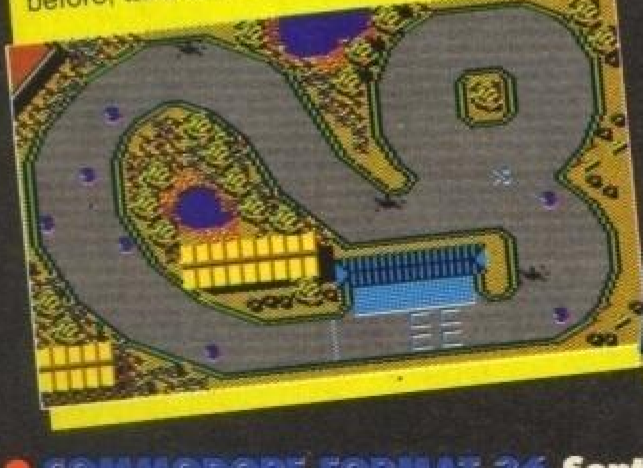
Similar to track 3, the crossover points offer great scope for some spectacular crashes (usually between the blue and red cars). These are usually the best places to drop your mines.



TRACK 7

TIME: 3.00 LAPS: 7

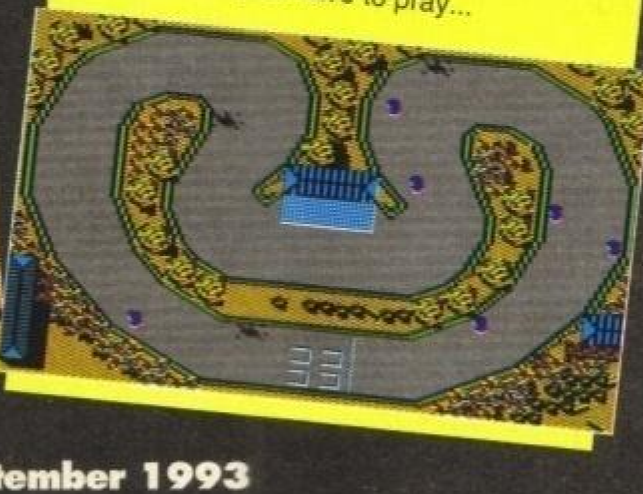
The bend at the left is a nightmare to negotiate, due to the high speeds of the other drivers. Increased turn speed is a must, as well as a couple of mines. As before, take care at the crossover.



TRACK 8

TIME: 3.00 LAPS: 7

This is the hardest of the tracks; it's tricky to navigate, the opponents are even faster than before, and there's no safe place to use a nitro boost. Guess you'll just have to pray...



USEFUL UPGRADES

TURN SPEED - Not that useful on the first few tracks, but must be upgraded in parallel with your car's top speed.

HIGHER TOP SPEED - Essential if you're going to complete the later tracks, turn speed is vital if your reactions aren't up to much.

ACCELERATION - Again, not very useful on the earlier tracks, but vital on the later ones to get that all-important head start.

NITROS - Only useful on the tracks that don't have masses of tortuous bends to avoid (check out the screenshots).

MINES - You can never buy too many of these - they are simply invaluable, and should be used to blow up the opposition at every opportunity.

101 POKES

You've got an Action Replay cartridge, you've got a stack of games and as if by magic, we've got a stonking great bunch of POKEs for them.

How to use them...

To use these splendiforous pokes, simply load the game, freeze it with the cartridge, press 'E' to enter the POKEs and then restart the game using 'F3'.

ORION
POKE 3713,165 – Lives
POKE 4600,165 – Smart Bombs

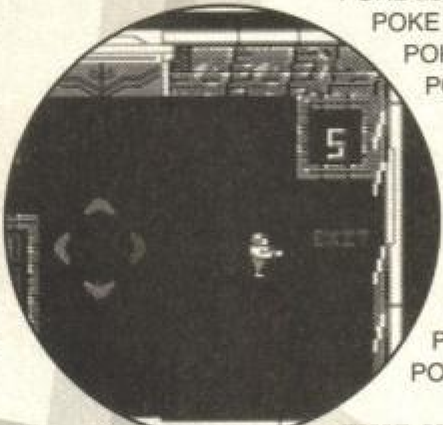
KARNOV
POKE 32991,165 – Lives
POKE 50103,165 – Bombs

COUNT DUCKULA 2
POKE 11005,173 – Ketchup

DOUBLE DRAGON
POKE 25299,173 – Time

TURBOCHARGE (TAPE)
POKE 27504,0 – Time
POKE 29751,96 – Damage
POKE 29051,173
POKE 29170,173 – Fuel

TURBOCHAGE (DISK)
POKE 26960,0 – Time
POKE 29207,173 – Damage
POKE 28507,173
POKE 28626,173 – Fuel



I've always said that you don't have enough lives in Smash TV.

BOMBER
POKE 5637,173 – Lives

NEIGHBOURS
POKE 11923,189
POKE 32856,173
POKE 12346,189 – Freeze opponents

RENEGADE
POKE 38674,165
POKE 41114,165 – Time

DEAD ZONE
POKE 6776,173 – Lives

ROUND THE BEND
POKE 45443,165 – Time
POKE 39517,255 – Easy Psycho level

THE SIMPSONS
Infinite time...
POKE 6352,0 – Level 1
POKE 9257,0 – Level 2
POKE 9425,0 – Level 3
POKE 9465,0 – Level 4
Infinite lives...
POKE 3270,173 – Level 1
POKE 3120,173 – Level 2
POKE 3119,173 – Level 3
POKE 3137,173 – Level 4

Simpson Struts his stuff

Double trouble for Double Dragon.

PRINCE CLUMSY
POKE 13428,173 – Lives

IMPOSSAMOLE
POKE 5948,173 – Energy
POKE 22281,173 – Super Weapons

PACLAND
POKE 5711,165 – Mega jump

DRAGON BREED
Infinite lives...
POKE 28351,173 – Level 1
POKE 28021,173 – Level 2
POKE 28091,173 – Level 3
POKE 28060,173 – Level 4
POKE 27931,173 – Level 5
POKE 27980,173 – Level 6

ALTERED BEAST
POKE 19660,0 – Lives

CREATURES
Infinite lives...
POKE 33734,173 – Torture screen 1
POKE 33952,173 – Torture screen 2
POKE 33505,173 – Torture screen 3

TIME MACHINE
POKE 31616,173 – Lives

OLLI & LISSA 3
POKE 39662,165
POKE 43396,165 – Lives
POKE 39367,165 – Time
POKE 42186,165 – Potions

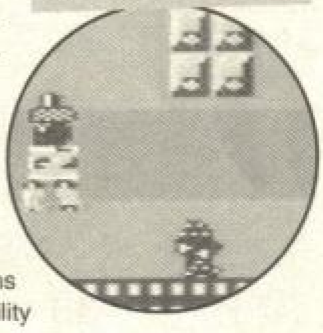
BOULDERDASH 4
POKE 22216,173 – Lives

COMBAT SCHOOL
POKE 236,224 – Stop timer
POKE 236,0 – Restart timer

COBRA
POKE 13514,173 – Lives

SMASH TV
POKE 41987,165 – Lives
POKE 44755,165 – Weapons
POKE 41961,165 – Invincibility

ROLLIN'
POKE 12365,173 – Jumps



Infinite credits for James Pond 2.

BATMAN THE MOVIE
POKE 4739,173 – Lives
POKE 4933,173 – Time
POKE 4679,173
POKE 63757,96 – Invincibility

Stop time in Renegade with this fab AR poke.

RENEGADE 3
POKE 50821,173 – Energy

HARD DRIVIN'
POKE 45712,173 – Offraod time
POKE 43810,173 – Onroad time
POKE 45385,173 – Stop lap time

JAMES POND ROBOCOD
POKE 2930,173 – Credits

TUSKER
Infinite lives...
POKE 35016,173 – Level 1
POKE 36875,173 – Level 2
POKE 64670,173 – Level 3
POKE 40687,165 – Water

CREATURES 2
POKE 35424,255 – Stop lillies

Torture trouble all day long with this poke for Creatures 2

ADDAMS FAMILY
POKE 11603,173 – Credits
POKE 12545,173 – Lives

IO
POKE 25117,173 – Lives
POKE 27018,169 – Invincibility

SPELLBOUND
POKE 6145,173 – Strength

UNTOUCHABLES
Infinite time...
POKE 43056,173 – Level 1
POKE 40145,173 – Level 2
POKE 38440,173 – Level 3
POKE 38180,173 – Level 6
Infinite bullets...
POKE 38028,173 – Level 3
POKE 37954,173 – Level 6

HEROES OF THE LANCE
POKE 6833,185 – Energy

BLUES BROTHERS
POKE 11350,189 – Lives
POKE 48270,189
POKE 11341,189 – Energy

Got Gomez stuck in a rut? Try giving him a poke.

CONTINENTAL CIRCUS
POKE 32893,173 – Continues

BEYOND THE ICE PALACE
POKE 5918,173
POKE 19123,173 – Lives
POKE 16250,173 – Spirits

ROLLING THUNDER
POKE 41666,173 – Bullets
POKE 41603,173 – MG Bullets

OVERLANDER
POKE 6337,173 – Fuel

SABOTEUR 2
POKE 50024,165 – Energy
POKE 21821,189 – Freeze baddies

WONDERBOY
POKE 11760,165
POKE 62379,165
POKE 62401,165
POKE 62728,165 – Vitality

ROAD BLASTERS
POKE 10966,165 – Fuel

CHEERS!
Many thanks to Richard Beckett, Martin Pugh, and Warren Pilkington for their simply beautiful contributions.

SOS SPECIAL SAVE OUR SPRITES

We've had such a good response to last month's SOS Special that we've decided to give you some more, more, more. Get cheatin'...

SLY SPY

Ocean/Hit Squad

Whole stacks of people are struggling with this one, and, as luck would have it, here are the listings for both cassette and disk users. Type them in (in the usual manner) for infinite credits. Help and chocolates buns requested by: Daniel Sheikan & Andrew Willmott, Ste Rees, Peter Spurgern, Gary McCready, Russell Gray, M. Ghafoor, Gavin Gunn, Stuart McDonald, Michael Glynn, Clark Wilson, Stuart Glassenbury, J. Scarlett, Andrew Mason, Y. Ahmed, Michael Walsh, Martin McMahon, Hanif Mayat, David Follows, Kevin Davies, Anne Watson, David Farmer, Allan Price, David Proudock, and Gareth Williams.

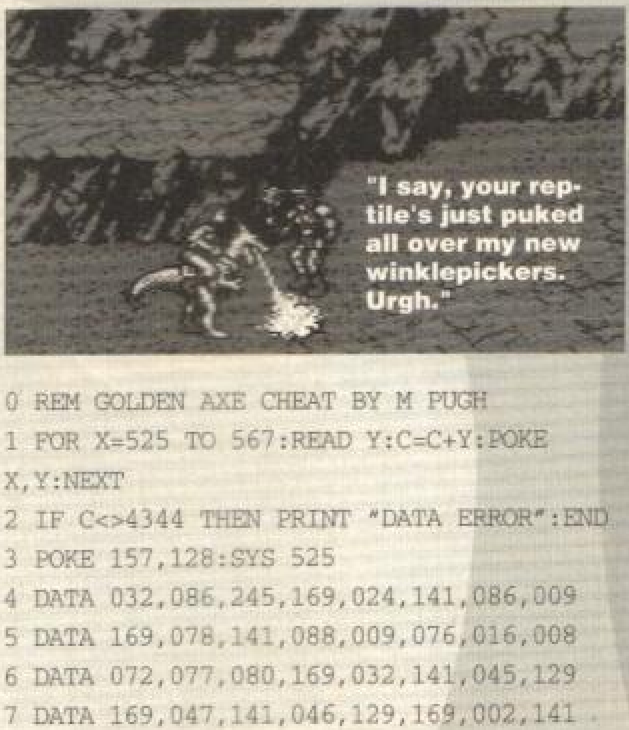
```
0 REM SLY SPY CHEAT BY WAZ
1 FOR X=384 TO 420:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3651 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,144,141,249,003
5 DATA 169,001,141,250,003,076,167,002
6 DATA 169,157,141,128,004,169,001,141
7 DATA 129,004,076,007,004,169,025,141
8 DATA 175,008,076,041,008
```

```
0 REM SLY SPY DISK CHEAT BY WAZ
1 FOR X=52992 TO 53081:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>10058 THEN PRINT "DATA
ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS A
KEY"
4 POKE 198,0:WAIT 198,1:SYS 52992
10 DATA 169,000,032,144,255,169,147,032
11 DATA 210,255,169,001,168,162,008,032
12 DATA 186,255,169,006,162,084,160,207
13 DATA 032,189,255,169,000,032,213,255
14 DATA 169,045,141,020,064,169,207,141
15 DATA 021,064,076,000,064,169,032,141
16 DATA 068,007,169,063,141,069,007,169
17 DATA 207,141,070,007,076,007,004,072
18 DATA 173,175,008,201,002,208,005,169
19 DATA 025,141,175,008,104,238,032,208
20 DATA 238,032,208,096,089,079,083,083
21 DATA 069,082
```

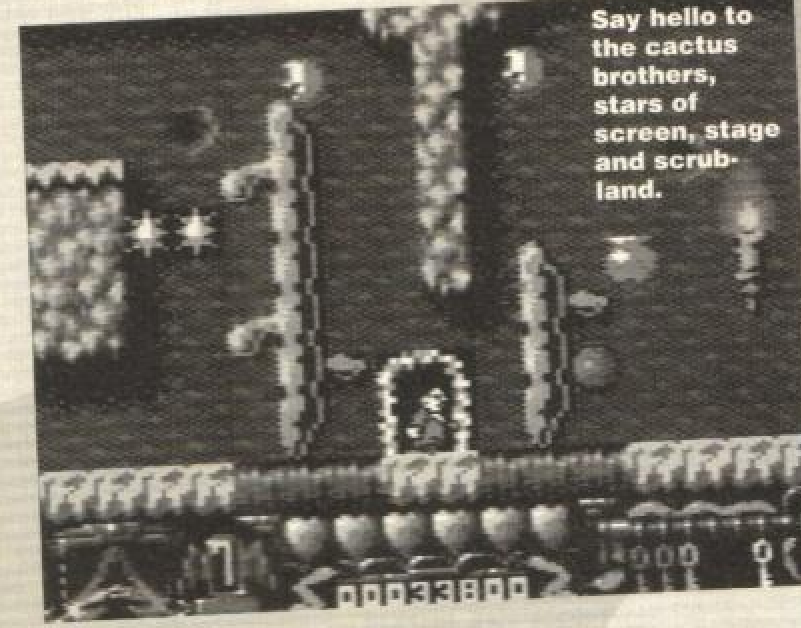
GOLDEN AXE

Virgin/Tronix

Hack, slash, slice, and carve your way through the game with ease by using this infinite lives listing. And if you'd like to skip the current level, press RUN/STOP followed by the ';' or ':' keys. Help requested by: Michael Wlash, C. Matthews, Alan & Paul, Billy Davies, S. L. Matthews, Kieran Rigney, P. Drummond, Jamie Dodge, Ros McNally, Ian Conway, Alan Beach, and John James Badrock.


"I say, your reptile's just puked all over my new winklepickers. Urgh."

```
0 REM GOLDEN AXE CHEAT BY M PUGH
1 FOR X=525 TO 567:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4344 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 525
4 DATA 032,086,245,169,024,141,086,009
5 DATA 169,078,141,088,009,076,016,008
6 DATA 072,077,080,169,032,141,045,129
7 DATA 169,047,141,046,129,169,002,141
8 DATA 047,129,238,032,208,169,173,141
9 DATA 094,051,096
```


Say hello to the cactus brothers, stars of screen, stage and scrub-land.

You'd jump pretty high too if you sat on a spike that big.

THE ADDAMS FAMILY

Ocean/Hit Squad

I've been warned not to mention anything creepy, ooky, spooky or otherwise. Instead, I'll just mention that Matthew Castie, Lee Eyre, Joel Malone, Angie Churm, Simon Burnley, Martin McMahon, S. Caris, Abigail Cubitt, Claire Williams, Nick Barrett, David Ingham, D. Dunn, Andrew Downes, and William Spence wrote in for a cheat - so here's one that offers infinite lives and credits.

```
0 REM ADDAMS FAMILY CHEAT BY WAZ
1 FOR X=271 TO 327:READ Y:C=C+Y:POKE
X,Y:NEXT

2 IF C<>5919 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="N" THEN POKE 314,206
4 INPUT "INFINITE CREDITS Y/N";B$:IF
B$="N" THEN POKE 319,206
5 POKE 157,128:SYS 271
10 DATA 032,086,245,169,032,141,084,003
11 DATA 169,001,141,086,003,096,087,065
12 DATA 090,072,169,032,141,121,005,169
13 DATA 053,141,122,005,169,001,141,123
14 DATA 005,104,173,032,208,096,072,238
15 DATA 032,208,169,173,141,001,049,169
16 DATA 173,141,083,045,104,173,032,208
        17 DATA 096
```

MOONWALKER

US GOLD/Kixx

Here's a rather nifty listing POKE which allows you to skip any (or all) of the first three levels, requested by David Clothieo, Jonathan Rennie, Chris F., Adam Davis, Barry Paterson, Michael Jones, Neil Hotel, Jonathan Monks, and Wayne Fantauzzi.

```
0 REM MOONWALKER CHEAT BY WAZ
1 FOR X=384 TO 438:READ
Y:C=C+Y:POKE X,Y:NEXT
2 FOR X=272 TO 314:READ
```

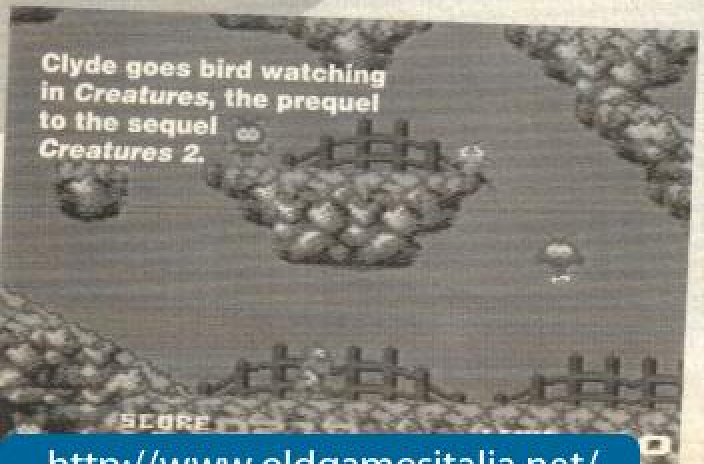
```
Y:C=C+Y:POKE X,Y:NEXT
3 IF C<>12091 THEN PRINT "DATA
ERROR":END
4 INPUT "SKIP LEVEL 1 Y/N";A$
5 IF A$="N" THEN POKE 414,32:POKE
419,0:POKE 424,128
6 INPUT "SKIP LEVEL 2 Y/N";B$
7 IF B$="N" THEN POKE 273,32:POKE
278,0:POKE 283,128
8 INPUT "SKIP LEVEL 3 Y/N";C$
9 IF C$="N" THEN POKE 288,32:POKE
293,172:POKE 298,9
10 POKE 157,128:SYS 384
10 DATA 032,086,245,169,168,141,208,008
11 DATA 169,057,141,209,008,076,016,008
12 DATA 169,157,141,016,207,169,001,141
13 DATA 017,207,076,000,207,169,076,141
14 DATA 052,198,169,063,141,053,198,169
15 DATA 198,141,054,198,076,016,001,169
16 DATA 099,141,000,192,076,000,128,169
17 DATA 076,141,068,198,169,079,141,069
18 DATA 198,169,198,141,070,198,169,076
19 DATA 141,084,198,169,095,141,085,198
20 DATA 169,198,141,086,198,169,175,141
21 DATA 101,198,169,001,141,102,198,076
22 DATA 023,198
```

NIGHTBREED

Ocean/Hit Squad

To tackle the inhabitants of Midian without fear of death, type in the following listing, SAVE it for any future use, then RUN it for infinite lives. Help requested by: Adam Duffy, Kane McNaughton, Andrew Hughes, Russell Gray, Ian Davis, Brad Langford, James Denuir, Gary McCready, John Brooks, Gavin Gunn, Neil Woodhouse, Matthew Sampson, Chris Jones, Stephen Garrett, Gary Belcher, Ged Ayres, Luke Fowler, J. Scarlett, Russell Greig, Kevin Davies, and David Farmer.

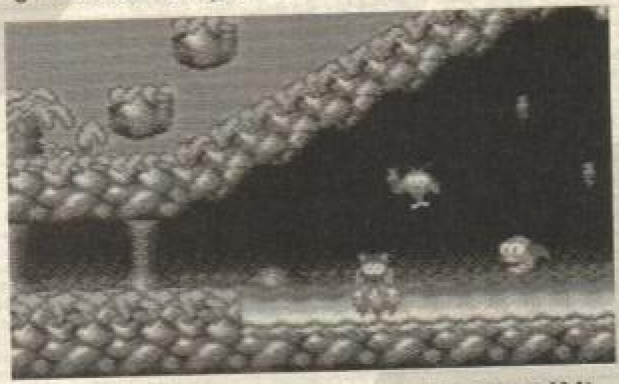
```
0 REM NIGHTBREED CHEAT BY M PUGH
1 FOR X=272 TO 351:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>8584 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 272
10 DATA 032,086,245,169,033,141,217,002
11 DATA 169,001,141,218,002,096,072,077
12 DATA 080,169,032,141,019,009,169,051
13 DATA 141,020,009,169,001,141,021,009
14 DATA 076,000,008,141,032,208,162,173
15 DATA 173,144,065,201,206,208,006,142
16 DATA 130,065,142,144,065,173,100,066
17 DATA 201,206,208,006,142,086,066,142
18 DATA 100,066,173,010,068,201,206,208
10 DATA 006,142,252,067,142,010,068,096
```


Clyde goes bird watching in *Creatures*, the prequel to the sequel *Creatures 2.*

CREATURES - DISK

Thalamus

Yikes! This ENORMOUS listing offers a whole host of goodies for the disk version of this classic, including infinite lives, infinite sheilds, invincibility, plus free information and weapons. And the poor suckers who have to type in this monster are Roland Hyatt, Murray Nuttall, Darren Hutcheson, S. Smith, and Peter Weir. Er, good luck chaps.


The water in that cave doesn't look as if it would pass the EEC's blue flag test.

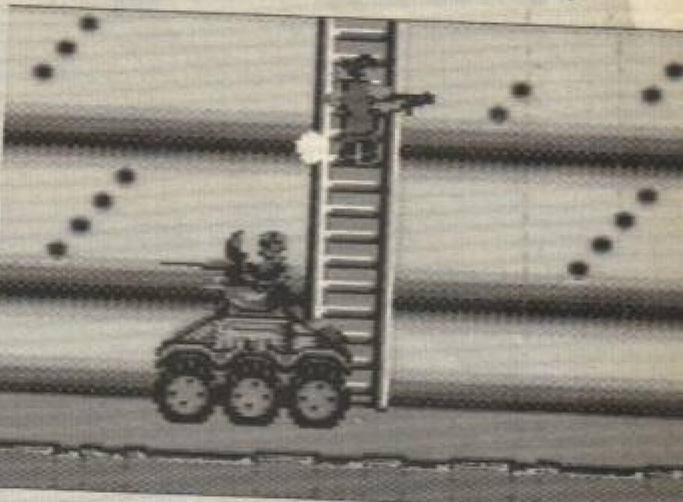
```
0 REM CREATURES DISK CHEAT BY WAZ
1 FOR X=50432 TO 50655:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>27492 THEN PRINT "DATA
ERROR":END
3 INPUT "INFINITE SHIELDS Y/N";A$:IF
A$="N" THEN POKE 50520,206
4 INPUT "INVINCIBILITY Y/N";A$:IF
A$="N" THEN POKE 50525,173
5 INPUT "FREE WEAPONS Y/N";A$
6 IF A$="N" THEN FOR X=50588 TO
50599:POKE X,234:NEXT
7 PRINT CHR$(147);"INSERT DISK & PRESS
A KEY"
8 POKE 198,0:WAIT 198,1:SYS 50432
10 DATA 169,001,168,162,008,032,186,255
11 DATA 169,001,162,223,160,197,032,189
12 DATA 255,169,000,133,010,032,213,255
13 DATA 169,040,141,043,195,169,197,141
14 DATA 044,195,076,064,194,087,065,090
15 DATA 169,053,141,253,044,169,197,141
16 DATA 254,044,076,190,197,169,076,141
17 DATA 191,020,141,033,129,169,198,141
18 DATA 192,020,169,020,141,193,020,169
19 DATA 064,141,093,118,169,001,141,094
20 DATA 118,141,097,118,141,035,129,169
21 DATA 173,141,151,100,169,096,141,236
22 DATA 060,169,097,141,096,118,169,117
23 DATA 141,034,129,162,000,189,123,197
24 DATA 157,064,001,232,224,067,208,245
25 DATA 076,144,001,173,162,018,201,003
26 DATA 208,005,169,173,141,198,131,201
27 DATA 006,208,005,169,173,141,160,132
28 DATA 201,009,208,005,169,173,141,225
29 DATA 130,076,081,128,162,000,169,000
30 DATA 157,097,234,232,224,027,208,248
31 DATA 169,173,141,160,028,076,000,229
32 DATA 141,081,201,169,173,141,160,028
33 DATA 141,110,231,076,036,201,162,000
34 DATA 189,206,197,157,094,153,232,224
35 DATA 018,208,245,076,237,042,008,001
36 DATA 003,011,005,004,032,002,025,032
37 DATA 023,001,026,032,049,057,057,050
```

MIDNIGHT RESISTANCE

Yet another game causing more than its fair share of anguish and hair plucking incidents. If the cheat mode (typing SIAMESE on the high score table) isn't enough to satisfy you, we've provided this cassette listing for infinite lives, keys, and weapons. Help requested by: Mark Whelan, M. Davies, Martin Smith, Neil Mullis, Simon Brown, Daniel & Ruairi Drayne, Robert Hickley, David Farmer, David Smith, Gary Belcher, R. Whitworth, Robert Christie, Helen Williams, Padraig Dowds, Michael Walsh, Christopher Hughes, Andrew Mason, Martin McMahon, Kevin Davies, Colin Pursell, Anne Watson, J. Button, Allan Price, and David Proudock.

```
0 REM MIDNIGHT CHEAT BY WAZ
1 FOR X=380 TO 446:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7656 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:PRINT CHR$(147):SYS380
10 DATA 032,086,245,169,032,141,084,003
11 DATA 169,146,141,085,003,169,001,141
12 DATA 086,003,096,023,001,026,072,169
13 DATA 000,141,253,019,141,215,019,169
14 DATA 234,141,228,181,141,229,181,141
15 DATA 230,181,169,173,141,060,040,169
16 DATA 087,141,096,010,169,065,141,097
17 DATA010, 169,090,141,098,
010,104,173 18 DATA
032,208,096
```

Two ramraiders develop a new ladder and tank approach to increased shop security.



SIX STEPS TO UNRIVALLED PLEASURE

1. Get hold of a postcard or sealed envelope.
2. Jot down the game(s) you're stuck on (including the publisher).
3. Specify the type of cheat you'd prefer.
4. Include your name & address.
5. Stick a stamp on the front and post it to; SOS, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.
6. Have a party (with lots of jelly).

LISTOMANIA POKERAMA

It was those poptastic rockers Queen who sang, "Who wants to live forever?" Those poor souls stuck on Shellshock might just have an answer for Brian May and Co. Read on, oh inadequate gamers...

PUNCH & JUDY Alternative

Not a bad little jaunt (as the Gamesmaster might say), so if you bought the game and would like to stop the tide, try this listing POKE pronto.

```
0 REM PUNCH & JUDY CHEAT BY WAZ
1 FOR X=269 TO 304:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>4342 THEN PRINT “DATA ERROR”:END
3 POKE 157,128:SYS 269
4 DATA 032,086,245,169,032,141,240,003
5 DATA 169,001,141,242,003,076,174,002
6 DATA 087,065,090,238,032,208,238,032
7 DATA 208,169,000,141,236,008,169,173
8 DATA 141,247,008,96
```

DANGERMOUSE IN DOUBLE TROUBLE Alternative

Undoubtedly the finest cartoon duo since... erm... Pugwash and Cut-throat Jake (probably). If you fancy a little more time to defeat Baron Greenback, here's a listing that does precisely that.

```
0 REM DANGERMOUSE CHEAT BY WAZ
1 FOR X=268 TO 293:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>2369 THEN PRINT “DATA ERROR”:END
3 POKE 157,128:SYS 268
4 DATA 032,044,247,056,169,032,141,224
5 DATA 003,169,001,141,226,003,076,081
6 DATA 003,087,065,090,169,000,141,048
7 DATA 025,096
```

GAME OVER 2 - PART 1 Alternative

Here's a rather smart listing POKE for the first part of this mammoth game. Simply enter it in the usual manner for nothing shorter than a googleplex of lives (I think he means a lot - Ed).

```
0 REM GAME OVER 2.1 CHEAT BY WAZ
1 FOR X=268 TO 299:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>3662 THEN PRINT “DATA ERROR”:END
3 POKE 157,128:SYS 268
4 DATA 032,044,247,056,169,032,141,219
5 DATA 003,169,001,141,221,003,076,081
6 DATA 003,087,065,090,072,169,173,141
7 DATA 199,116,104,234,238,032,208,096
```

GAME OVER 2 - PART 2 Alternative

And for part two we have this intricately crafted listing for, as you might have succesfully predicted, infinite lives.

```
0 REM GAME OVER 2.2 CHEAT BY WAZ
1 FOR X=268 TO 299:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>3657 THEN PRINT “DATA ERROR”:END
3 POKE 157,128:SYS 268
4 DATA 032,044,247,056,169,032,141,219
5 DATA 003,169,001,141,221,003,076,081
6 DATA 003,087,065,090,072,169,173,141
7 DATA 183,127,104,234,238,032,208,096
```

FRIGHTMARE Alternative

To say goodbye to ghouls, ghosts, and things that go 'bump' in the night, simply type in this listing, SAVE it, then RUN it for infinite lives.

```
0 REM FRIGHTMARE CHEAT BY WAZ
1 FOR X=272 TO 311:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>3461 THEN PRINT “DATA ERROR”:END
3 POKE 157,128:SYS 272
4 DATA 032,086,245,169,032,141,184,002
5 DATA 169,001,141,185,002,076,167,002
6 DATA 169,048,141,005,009,169,001,141
7 DATA 006,009,076,016,008,087,065,090
8 DATA 169,173,141,079,085,076,000,064
```

POWER PACK

SNACKMAN

How about infinite lives for this rather playable Pacman variant? No problem, just type in the following listing carefully, then RUN it.

```
0 REM SNACKMAN CHEAT BY M PUGH
1 FOR X=516 TO 551:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>3544 THEN PRINT “DATA ERROR”:END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 032,141,013,010,169,002,141,014
7 DATA 010,076,230,003,169,234,141,218
8 DATA 020,076,024,008
```

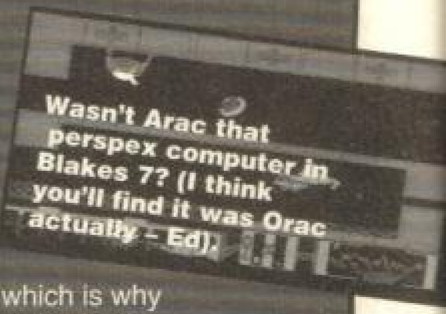
SHELLSHOCK

Prepare for complete carnage with this mighty fine listing for infinite lives, ammunition, grenades, bombs and invincibility.

```
0 REM SHELLSHOCK CHEAT BY M PUGH
1 FOR X=516 TO 560:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>4774 THEN PRINT “DATA ERROR”:END
3 INPUT"INFINITE LIVES Y/N";A$:IF A$="Y" THEN POKE 541,141
4 INPUT"INFINITE AMMO Y/N";B$:IF B$="Y" THEN POKE 550,206
5 INPUT"INFINITE GRENADES Y/N";C$:IF C$="Y" THEN POKE 544,141
6 INPUT"INFINITE BOMBS Y/N";D$:IF D$="Y" THEN POKE 547,141
7 INPUT"INVINCIBILITY Y/N";E$:IF E$="Y" THEN POKE 555,141
8 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,072,077,080,169
12 DATA 002,141,014,010,076,230,003,169
13 DATA 173,174,044,052,174,004,067,174
14 DATA 194,055,173,156,046,169,096,173
15 DATA 230,051,076,027,008
```

ARAC

I always thought Arac was something to hang your ties on, but rumours suggest it's a tricky little arcade adventure - which is why you'd better use this listing for infinite energy and infinite time.


Wasn't Arac that perspex computer in Blakes 7? (I think you'll find it was Orac actually - Ed).

```
0 REM ARAC CHEAT BY MARTIN PUGH
1 FOR X=516 TO 561:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>5298 THEN PRINT “DATA ERROR”:END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 032,141,025,010,169,002,141,026
7 DATA 010,076,230,003,169,057,141,222
8 DATA 149,169,133,141,223,149,169,252
9 DATA 141,224,149,076,048,008
```

STREET FIGHTER 2

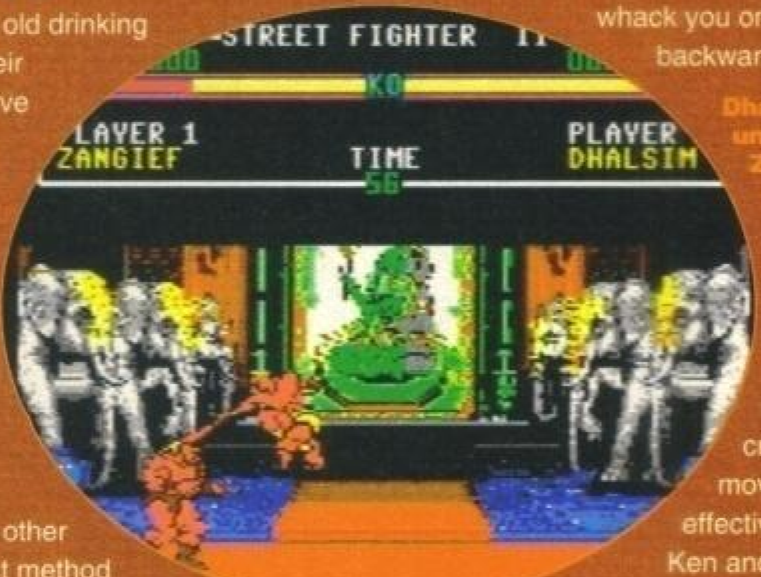
PART 1

Welcome to the Dojo oh dishonourable fight–fans. We're here to learn more about Street Fighter 2. This month Ken, Ryu and Chun–Li hit the crash mats and look a bit bewildered.

It's the game that took the world by storm and then gave it a good kicking. Street Fighter 2's been responsible for more fights both on and off the screen than any other game since the Generation Game and now we're going to tell you how to play it better. This month the first three characters: Ken, Ryu and Chun–Li.

KEN & RYU

As these two were old drinking buddies back in their training days, they've both got the same set of moves. Ken is more liable to rage than Ryu though, so while he'll tend to wade in and kick bottoms, Ryu will wait for the right moment to attack. Unlike some of the other characters, the best method of fighting with these two pajama–clad warriors is with a special move combination combined with a couple of other techniques.



Dhalsim pulls a funky umbrella move on Zangief. Shame about the hatstand.

Obviously these fighter's best move is the fireball, a move which is well worth mastering. The secret to getting this move right is precision timing. Move the joystick in as fluid a motion as you can; pause too long between directions and they'll just jump in the air rather than dispatching a missile. Once you've mastered the technique, try letting a fireball loose and then doing a flying kick into the opponent just before it makes contact.

Don't use the fireball when you're close to your opponent; it takes a while to do the move so your enemy can quickly walk in and whack you one. Instead, do a backward somersault, do the fireball and then jump back into the fray. Timing when to use your fireball is crucial because few moves sap energy as effectively.

Ken and Ryu's other main move is the Hurricane kick which is invoked by saying "Tatsu–Maki–Sen–Pu–Kyaku". The hurricane which this creates can easily stun any of the opponents. The controls for this one are the exact opposite of the fireball, so once you've mastered that you should get the gist. The perfect moment to use the move is when you've just fireballed your opponent and they're stuck in the corner.

The dragon punch is one of the most powerful moves in SF2. Ken and Ryu do this move by crouching down and then pushing quickly up with the fire button. You have to make sure that you opponent is close before trying this one though, as it makes you vulnerable to attack on the way down.

Some of the best combinations work by using seemingly weak moves in combination with special moves. Try doing a flying kick, followed by a small kick and then straight into a dragon punch. If your opponent goes into a special move, take the opportunity to quickly nip over and do a low leg kick.

STAY FROSTY

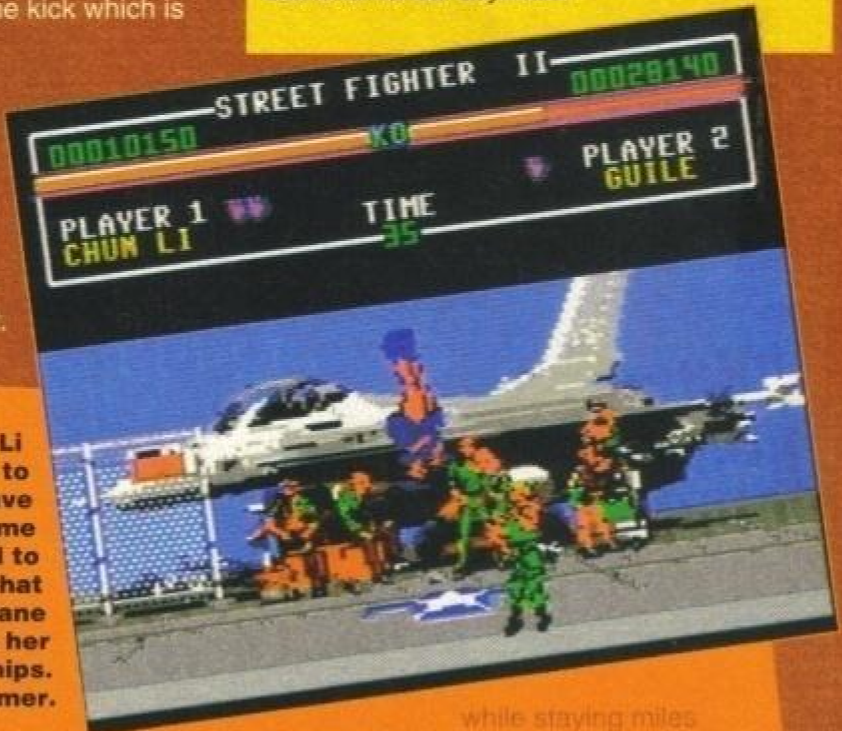
That's your lot, stay frosty, practice your throws and remember to chuck a good solid tantrum everytime you lose. Next month we discuss Guile, Blanka and king fattie, Edmond Honda. Sayonara.

CHUN–LI

Chunner's favourite move is the lightning kick. This funky move can turn even the hardest opponent into a gooey mess, so it's well worth mastering. Fortunately, all you have to do is hit the fire button quickly from a standing position, so if you've got an autofire joystick it should be a sinch.

If you're getting a bit bored watching Chunners waggling her size fives at the enemy then try perfecting the whirlwind kick. This works like Ryu and Ken's dragon punch and enables Chun Li to stun opponents. By pulling one of these, it's possible to walk in and do a shoulder throw; the combination of moves can sap up to half of the opponents energy in one go.

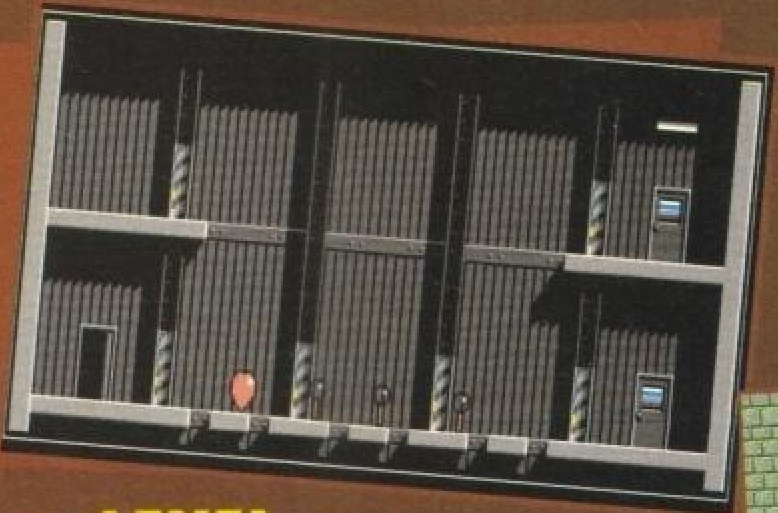
If you really want to aggravate your opponent then try the head stomp. This move enables you to bounce around on the enemy's bonce while staying miles away from any harmful punches. In particuler, try bouncing off the far sides of the screen and then down, this move can wrong–foot your opponent enabling you to quickly follow up with a shoulder block. Above all, rely on Chunner's superior speed to out manoeuvre your opponents.



Chun–Li seems to have become affixed to that aeroplane by her hips. Bummer.

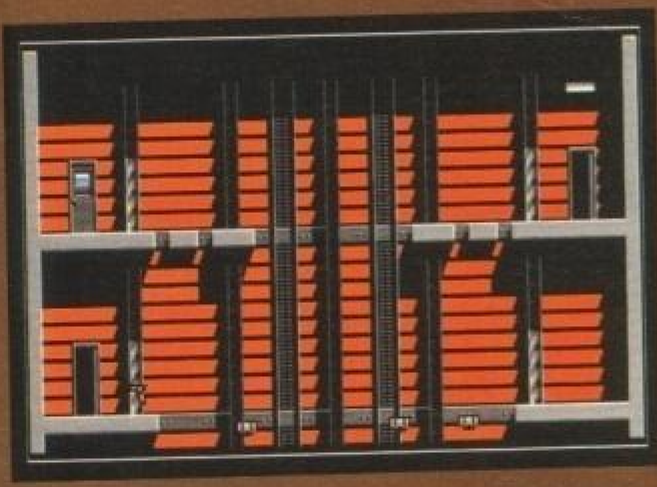
LETHAL

Here's Andy Roberts with the final part of our mammoth solution for this rather tasty cuff–'em–up, exploring all those hidden rooms from the disk version.



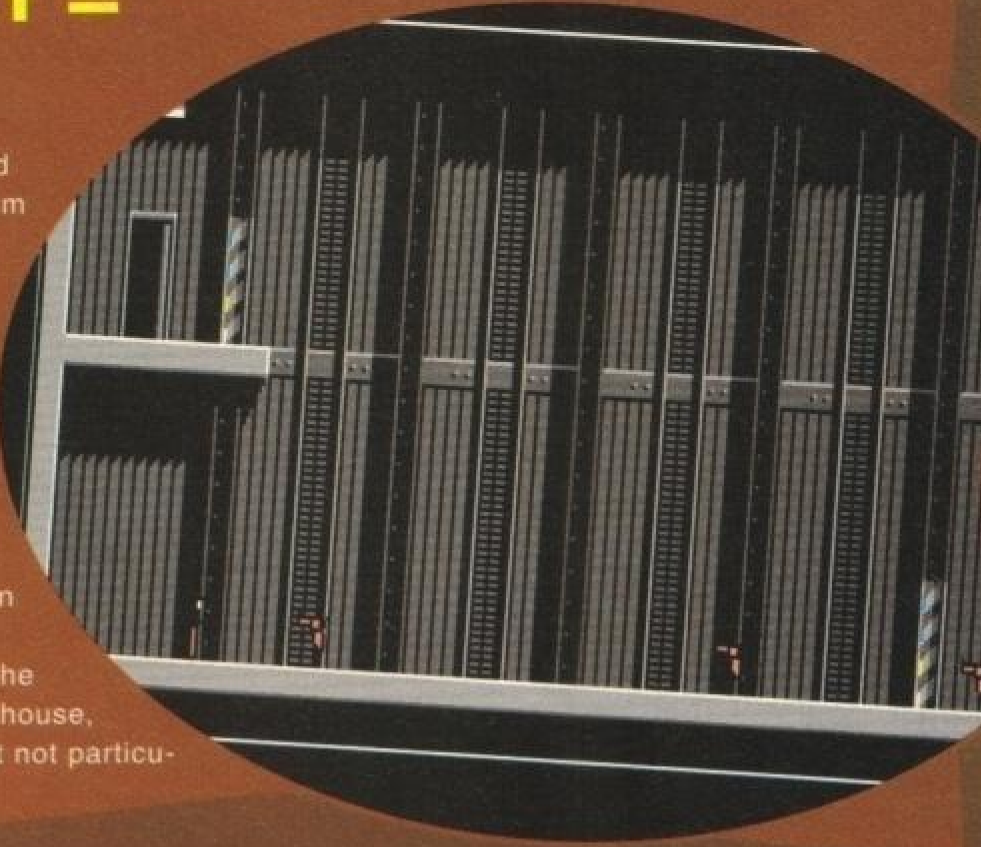
LEVEL 1.1 — SECRET ROOM 1

Just above the start screen you'll find the first secret room – simply push up in front of the door to enter it. Once inside, hop across the gaps to collect the extra life and three magnifying glasses. Exit using the door you came in through.



LEVEL 1.1 — SECRET ROOM 2

Once over the first stretch of water, situated on the middle warehouse, you'll find two entrances to the second secret room. Don't bother going through the top one — it's too much hassle, and takes you through the same door as the lower one. Once inside, collect the firepower then exit again. Crossing the moving platforms is pointless... there's nothing at the other side.

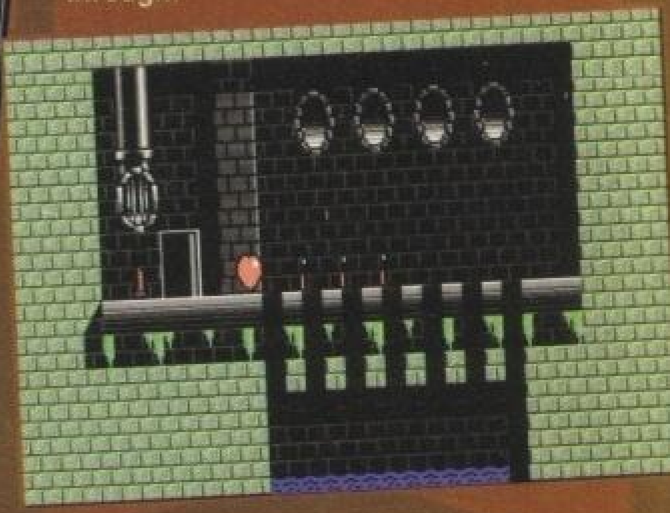


LEVEL 1.1 — SECRET ROOM 3

The door to the third and final secret room on this level is to be found at the far right — just before the boss villain. Once inside, drop down and collect the magnifying glass, three lots of extra firepower, then exit to the far right. You'll re-appear at the very top of the warehouse, which is exciting but not particularly useful.

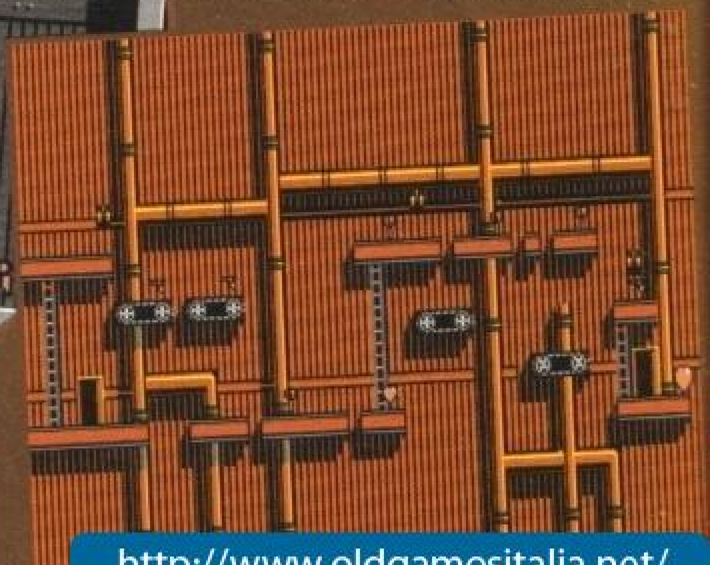
LEVEL 2.1 — SECRET ROOM 1

There's only one secret room (sounds like a football song — Ed) on this level, and can be found at the left of the right-hand section (i.e. a couple of screens to the left of the exit ladder). Inside lurk such goodies as ammunition, a sparkling extra life, and three magnifying glasses. Don't drop down, as you'll end up swimming in sewerage (yeeuurgh!). Simply exit via the door you came in through.



LEVEL 3.1 — SECRET ROOM 1

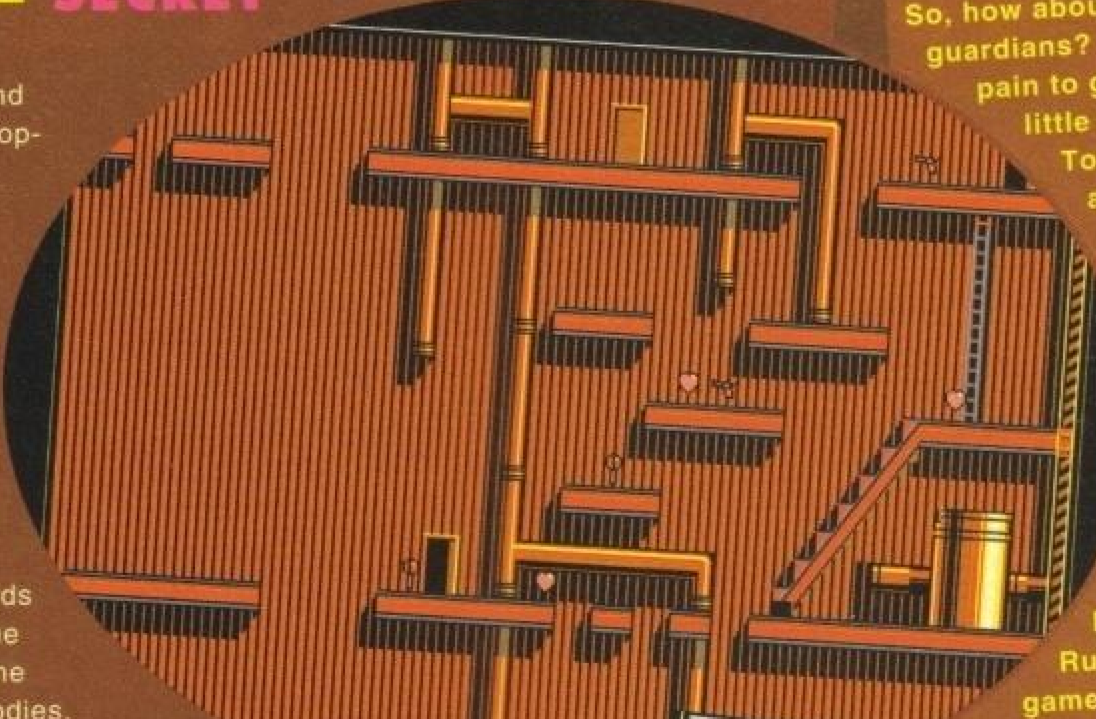
The first secret room can be found directly above the start screen, albeit at the top of the level. Make your way clockwise through the secret room, across the conveyor belts, across the gap and up the ladder. Continue right, then drop down to the exit where a lovely extra life awaits. Go through the door to exit the room. You'll arrive back on the 'proper' level a couple of screens to the right (and you can keep going back into the secret room to collect those extra lives!).



WEAPON

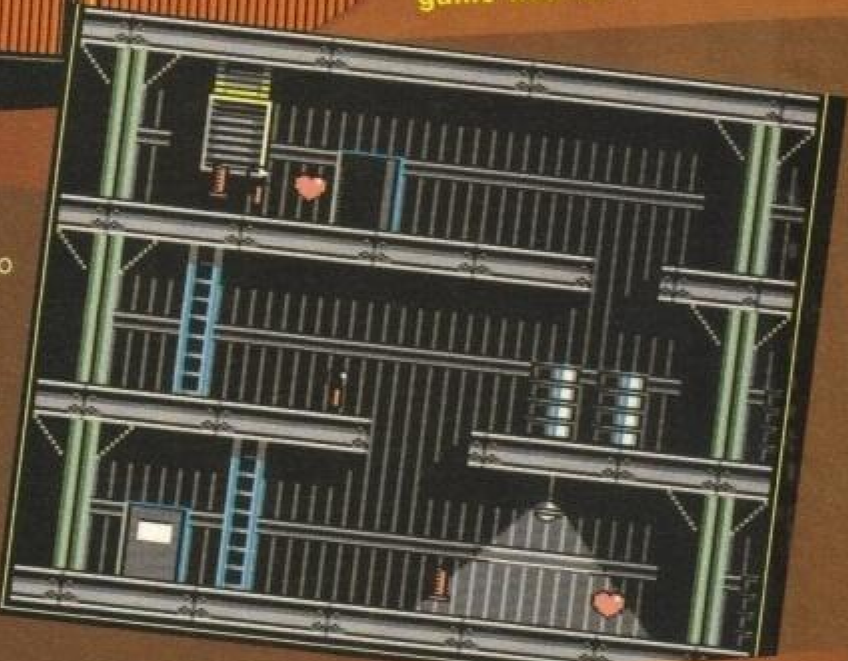
LEVEL 3.1 — SECRET ROOM 2

The entrance to the second secret room, is near the top-right of the level, just before the final set of conveyor belts. Once inside, don't bother going left — there isn't anything of interest there. Head right, drop down, then collect the goodies from the top-right of the room (energy and firepower) before heading left towards the exit. You CAN take the exit at the top-right, but the other exit offers more goodies. When you re-emerge into the proper level, you'll be near the bottom, so retracing your steps is necessary to reach the exit.



BLAST THE BOSS

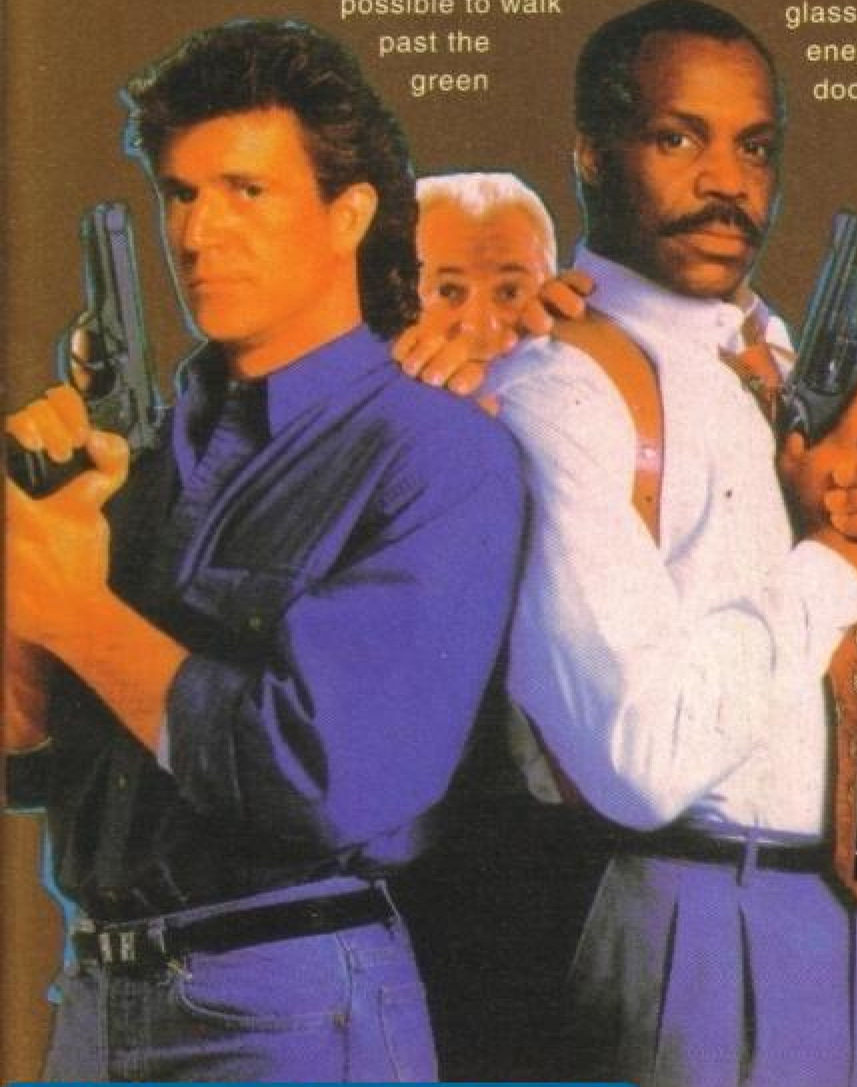
So, how about the end of level guardians? They can be a bit of a pain to get rid of, so try this neat little trick for size: Touching the bosses won't actually harm you, it's the bullets that do the damage. So run to the far right of the screen dodging anything he throws at you. The guardians only ever throw bullets to the left, so all that you have to do is shoot him in the back 'till he's dead. Not exactly Queensbery Rules but nobody said this game was fair.



LEVEL 5.1 — SECRET ROOM 1

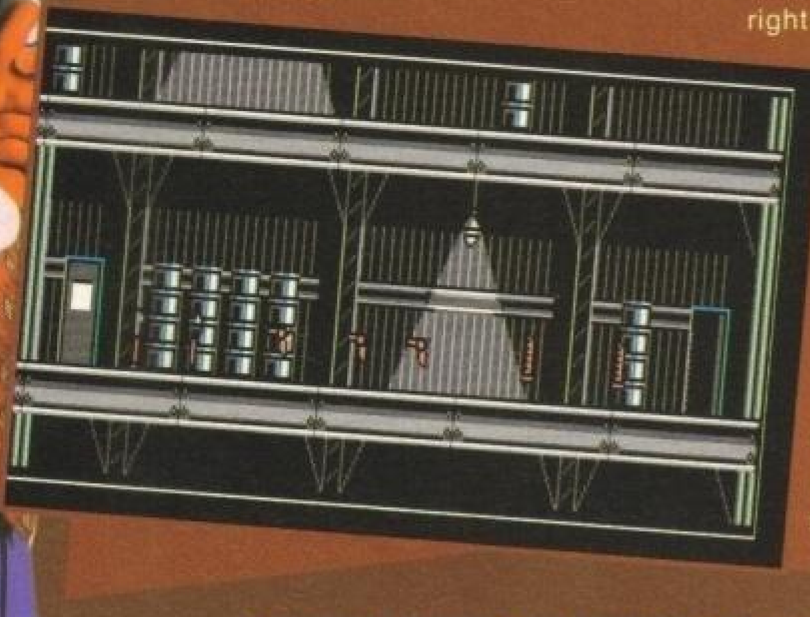
The first secret room can be found a screen or two above the start screen, and is a little smaller than it looks (it isn't possible to walk past the green columns).

Go right and collect the ammunition and energy, go up the ladder and collect the evidence, then up the final ladder for some ammo, a magnifying glass, and some energy. Exit via the door to your right.



LEVEL 5.1 — SECRET ROOM 2

The final secret room in the game can be found to the left of the exit (across the lift shaft and, erm, up a bit). Simply rush right and collect two magnifying glasses, three lots of firepower, and two lovely ammunition clips. Then simply go through the door on the right to exit. You'll re-emerge just above the exit door, making it very easy to reach.



COOL

If it's maps and tips you're after, we've got a bucketload right here. Andy Roberts grabs his trusty biro and dives in.

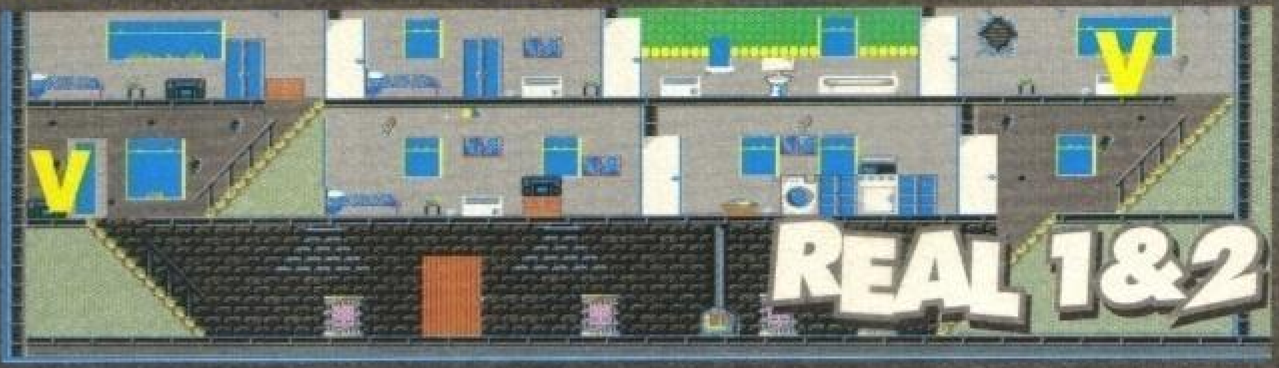
THE HOUSE - LEVEL 1

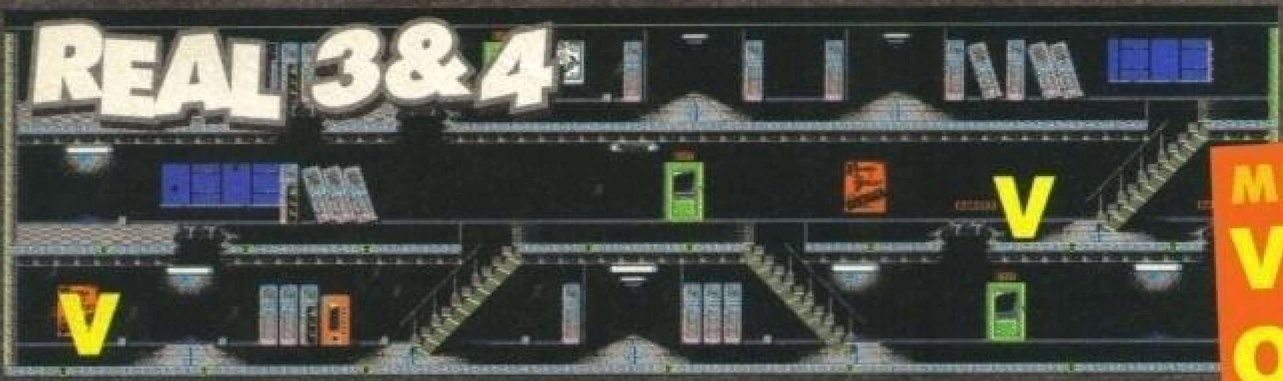
This is the ideal place to practice the various skills that are essential for staying alive (what, like breathing, sleeping and eating? - Ed) and ultimately finishing the game. These include jumping gaps, shooting the Doodles and sucking the ink that drew them in the first place into your fountain pen, as well as collecting the

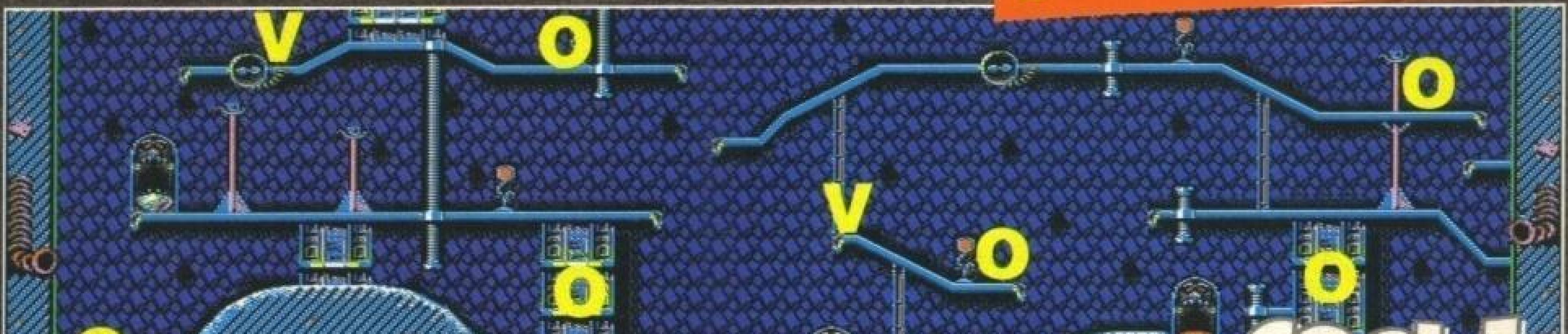
MR KEY

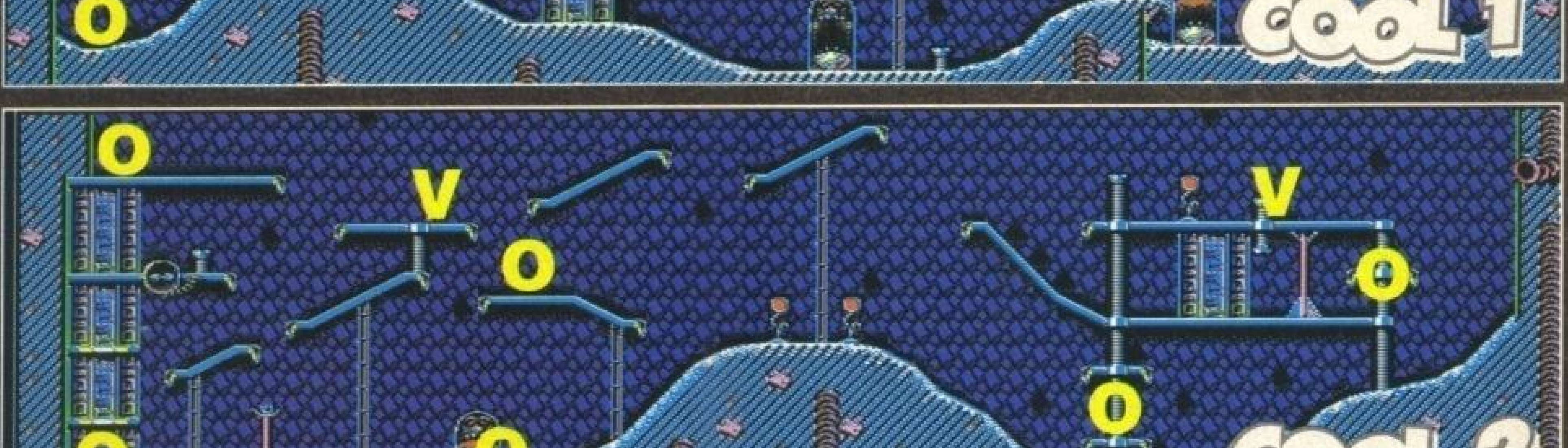
V - VORTEX

O - REAL WORLD OBJECT









WORLD

Nickel Baiters. The objects get deposited in Cool World fairly well spaced out, so stay there, as opposed to the real world, and send the objects back.

THE HOUSE - LEVEL 2

Things start to speed up a little here, and it's important to regularly switch between the two worlds (use the scanner just after you've teleported to find your bearings). As soon as you get there you'll find three or more doodles in the real world, you need to teleport there and track them down - then nip back to the cool world and return any objects.

THE SCHOOL - LEVEL 3

From this level onwards, the negotiation of the cool worlds becomes a little easier, but the five minute time limit seems to go on forever. The real world is littered with holes, and while they aren't particularly hazardous, you might lose valuable energy by landing on a doodle. Constant switching between the two worlds is essential - eliminate as many doodles as possible in the real world before teleporting.

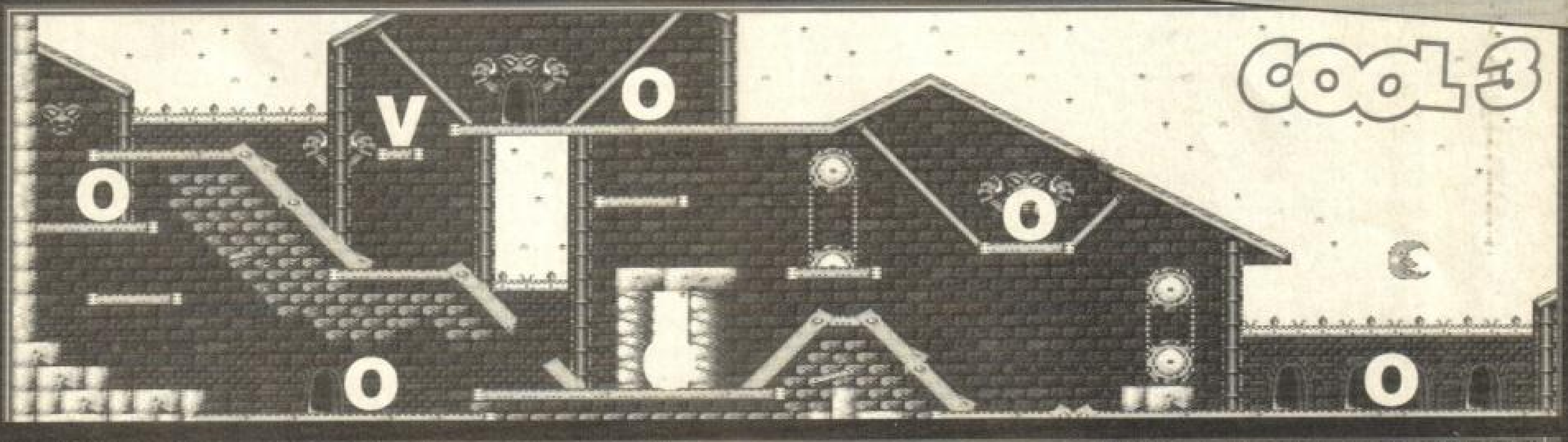
THE SCHOOL - LEVEL 4

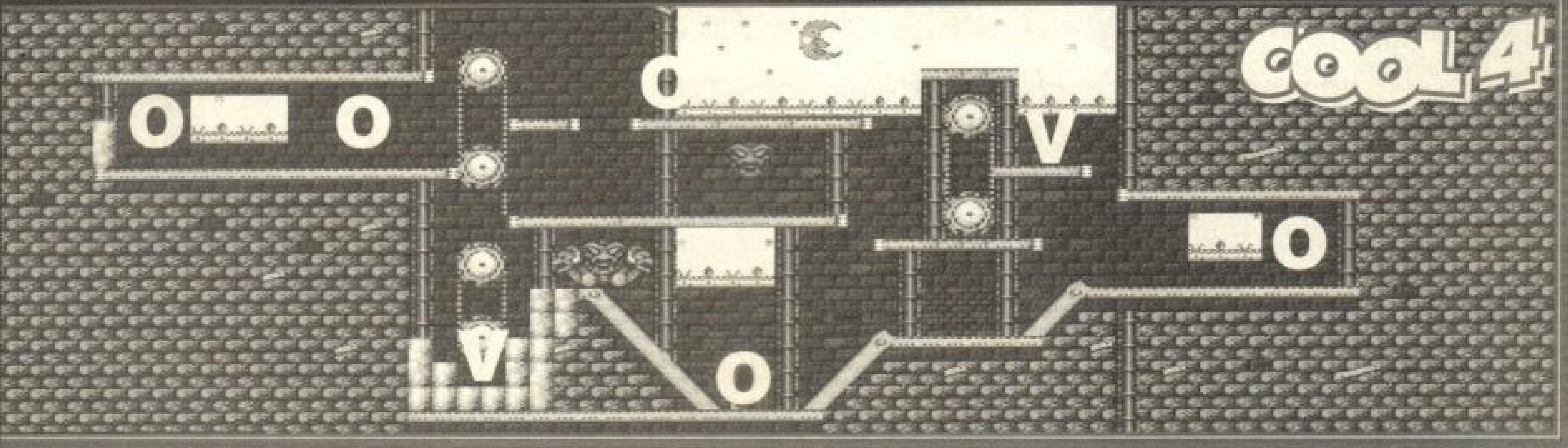
Hectic is the key word here, and a cool head (no pun intended) is needed to complete the level without losing too many lives. Stay in the real world, killing doodles as you encounter them. When the action dies down a little, nip back to the cool world and send back a few objects. Don't be tempted to wait in the real world too long, though - keep an eye on the danger meter and judge for yourself when teleporting is necessary.

CHILL OUT, MAN!

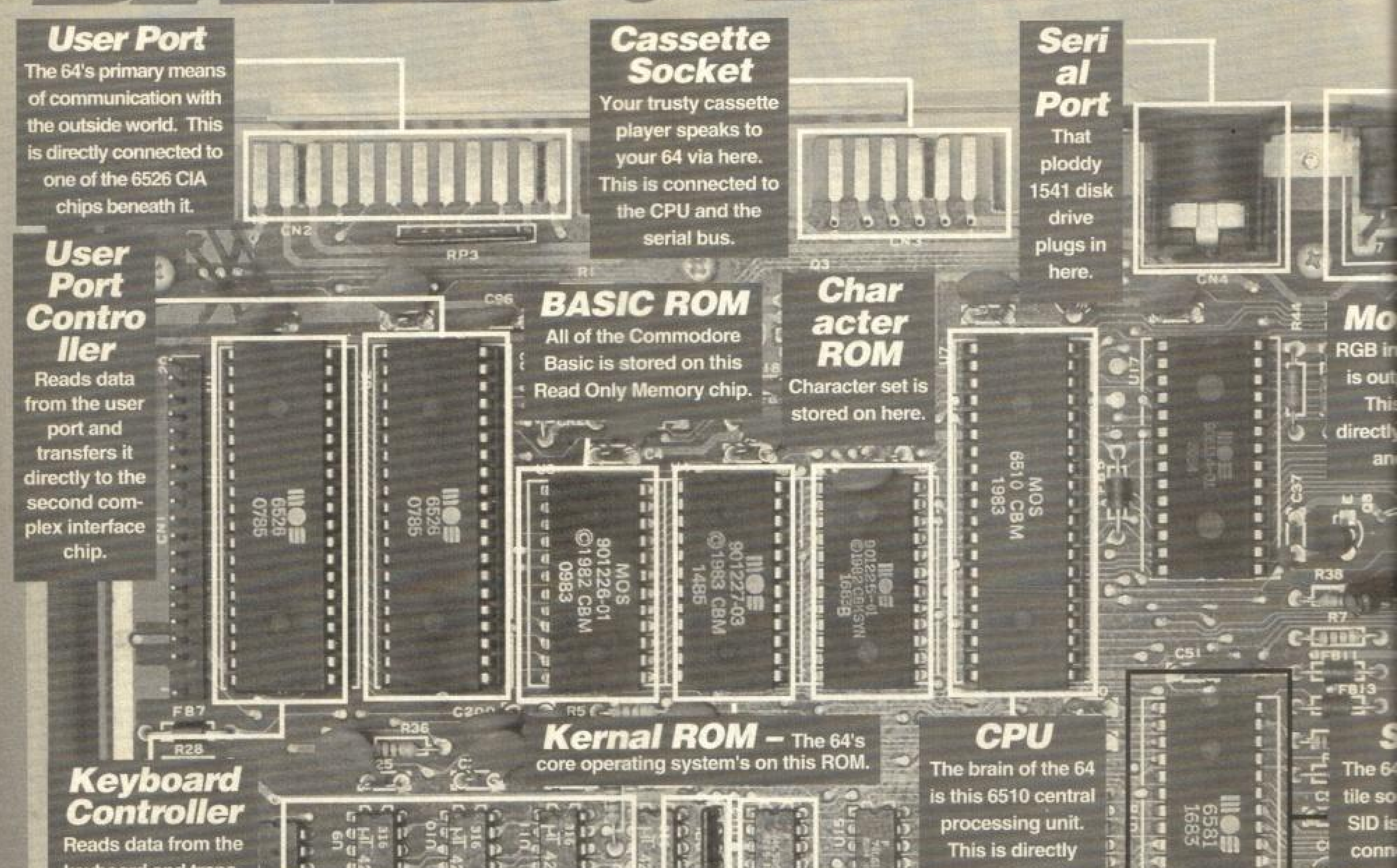
If all that pen-pushing is getting you down, here's a brillian listing cheat to make life easier. You can opt for infinite lives, infinite energy, and the option of a one-minute time limit.

```
0 REM COOL WORLD CHEAT BY WAZ
1 FOR X=271 TO 335:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>7077 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF A$="N" THEN POKE
314,206
4 INPUT "INFINITE ENERGY Y/N";B$:IF B$="N" THEN POKE
319,1
5 INPUT "1 MIN PER LEVEL Y/N";C$:IF C$="N" THEN POKE
324,5
6 POKE 157,128:SYS 271
10 DATA 032,086,245,169,032,141,084,003
11 DATA 169,001,141,086,003,096,087,065
12 DATA 090,072,169,032,141,203,005,169
13 DATA 053,141,204,005,169,001,141,205
14 DATA 005,104,173,032,208,096,072,238
15 DATA 032,208,169,173,141,073,155,169
16 DATA 000,141,046,155,169,001,141,070
17 DATA 074,141,068,170,104,173,032,208
18 DATA 096
```





BARED: THE 64



User Port
The 64's primary means of communication with the outside world. This is directly connected to one of the 6526 CIA chips beneath it.

Cassette Socket
Your trusty cassette player speaks to your 64 via here. This is connected to the CPU and the serial bus.

Serial Port
That ploddy 1541 disk drive plugs in here.

Mo
RGB in
is out
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directly
and

User Port Controller
Reads data from the user port and transfers it directly to the second complex interface chip.

BASIC ROM
All of the Commodore Basic is stored on this Read Only Memory chip.

Character ROM
Character set is stored on here.

Kernal ROM – The 64's core operating system's on this ROM.

CPU
The brain of the 64 is this 6510 central processing unit. This is directly connected to the two complex interface chips.

S
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Keyboard Controller
Reads data from the keyboard and transfers it directly to the first complex interface chip.

RAM
All 64K of RAM is stored on these six chips.

Quad Data Selector
Points data in the appropriate direction from the RAM controlling chips.

Quad Bilateral Switch
Sounds great. Don't have a clue what it does though!

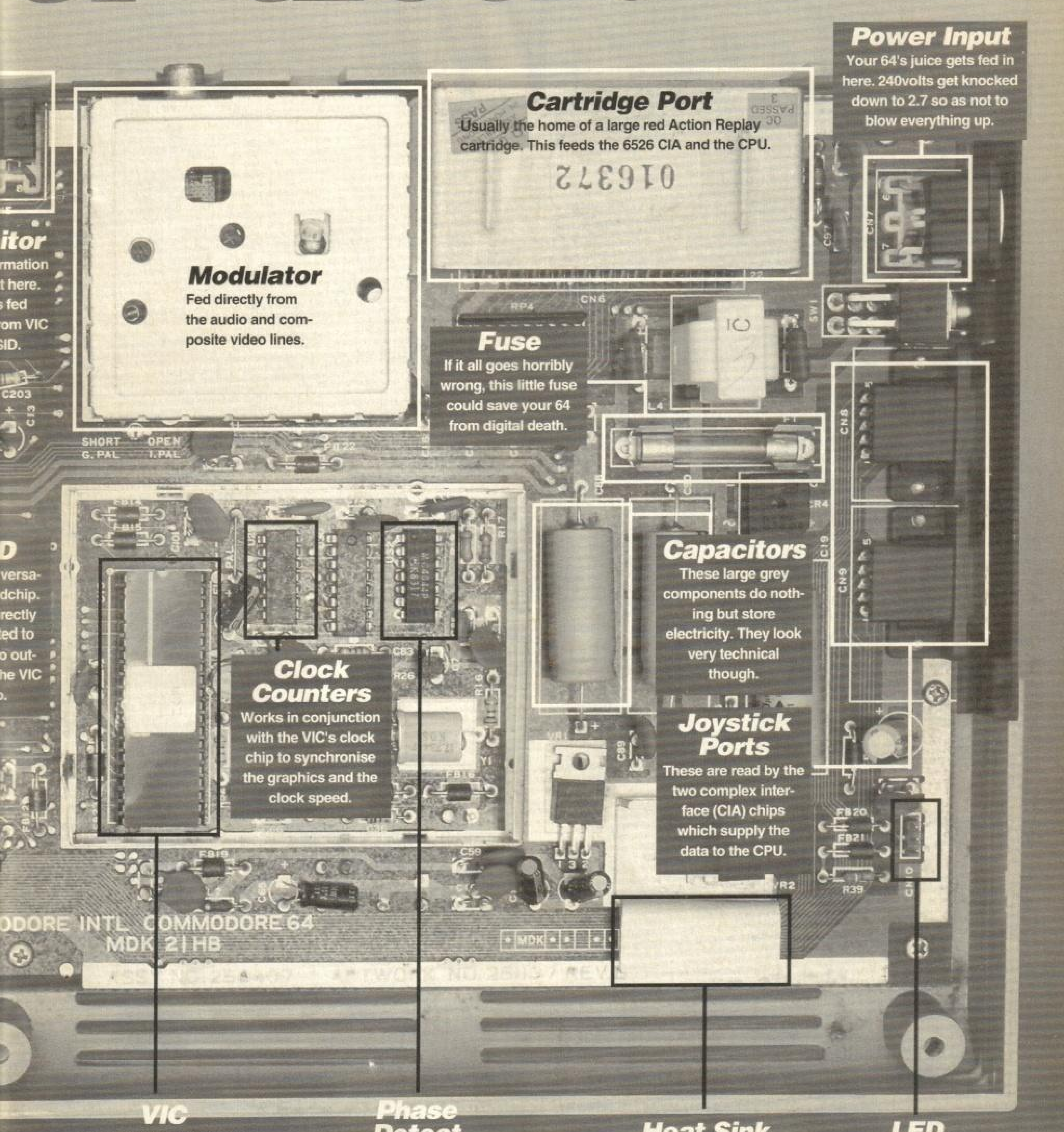
RAM Controllers
These two chips control the input and output of data to the RAM bank.

Cartridge Port Controller
Any information from a cartridge (such as Action Replay) is received and distributed here.

Addressable Latch
Receives serial data, outputs 8-bit parallel data. Simple latch chip. Allegedly.

UP CLOSE!

In which Hutch frowns, lifts the lid on the 64 and then looses all the bits.



Power Input

Your 64's juice gets fed in here. 240volts get knocked down to 2.7 so as not to blow everything up.

Cartridge Port

Usually the home of a large red Action Replay cartridge. This feeds the 6526 CIA and the CPU.

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Modulator

Fed directly from the audio and composite video lines.

Fuse

If it all goes horribly wrong, this little fuse could save your 64 from digital death.

D

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Clock Counters

Works in conjunction with the VIC's clock chip to synchronise the graphics and the clock speed.

Capacitors

These large grey components do nothing but store electricity. They look very technical though.

Joystick Ports

These are read by the two complex interface (CIA) chips which supply the data to the CPU.

VIC

All your 64's graphics are created in this rather fetching bronzed semi–conductor.

Phase Detect

Works in conjunction with the VIC's colour chip to synchronise the graphics.

Heat Sink

PCBs get hot. This bit of metal absorbs some of the heat from the main board.

LED

Those three prongs feed power to that little red LED on top of the case.

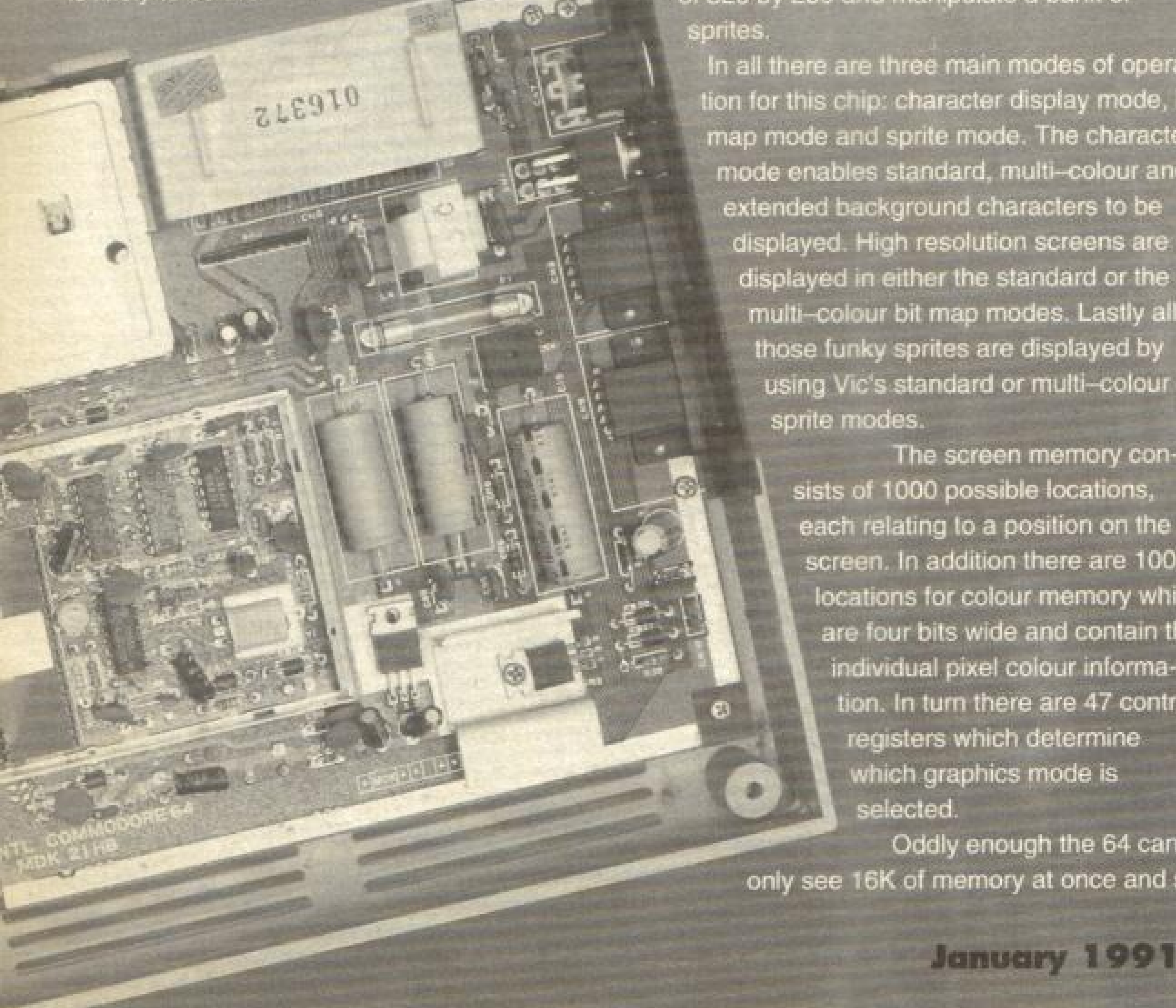
WARTS AND ALL

And that's what your 64's circuit board looks like. As you've seen, it has a marvellously compact design which makes many more recent computers like decidedly botched.

Every day you load games into your faithful 64, trusting it to get on with its job of displaying graphics and playing sound; but have you ever wondered what happens beneath that grey case? Nestling underneath that grey lid are a wonderful array of chips, ICs, semiconductors, capacitors, resistors and fuses. This is their story.

The Commodore 64 was one of the first home computers to use generic computer chips in combination with custom–built semiconductors. That is, it used off–the–shelf chippery from companies like Motorola alongside Commodore designed chips like VIC (video interface chip) and SID.

Everything on the 64's circuit board is laid out in an efficient order, designed to make the movement of data as proficient as possible. Once you know what you're looking at, it's amazing how much sense the placement of these chips becomes. For instance, it's easy enough to work out that the chip right next to the keyboard connector is likely to be the keyboard controller.



The main chips on the 64's circuit board are the 6510 CPU (central processing unit), the sound chip codenamed SID, the graphics chip codenamed VIC the basic ROM, the kernal ROM, the character ROM, the colour ROM, the RAM chips and the three port controllers. These all operate in conjunction with an array of switches and latches to make sure that when you ask the computer to do something, it gets done. That's the theory anyway.

All of the sound is taken care of by the world–renowned 6581 SID, which can play three modulated voices simultaneously.

You may not be quite so familiar with chips like the 6526 which deals with input/output. There are two of these in a 64, one dealing with the user port and one with the keyboard. These are the chips charged with the task of understanding information from the outside world, be it typed on the keyboard or fed in through a peripheral connected to the user port.

GRAPHIC EXPOSURE

All of the 64's graphics are controlled by the VIC–II chip. This is a 6567 video interface chip which can display graphics up to a resolution of 320 by 200 and manipulate a bank of sprites.

In all there are three main modes of operation for this chip: character display mode, bit map mode and sprite mode. The character mode enables standard, multi–colour and extended background characters to be displayed. High resolution screens are displayed in either the standard or the multi–colour bit map modes. Lastly all those funky sprites are displayed by using Vic's standard or multi–colour sprite modes.

The screen memory consists of 1000 possible locations, each relating to a position on the screen. In addition there are 1000 locations for colour memory which are four bits wide and contain the individual pixel colour information. In turn there are 47 control registers which determine which graphics mode is selected.

Oddly enough the 64 can only see 16K of memory at once and so it uses a system of four banks to utilise the whole 64K memory. The banks are switched by using the 6526 Complex Interface Adapter Chip.

SOUND BITS

The 6581 SID chip is renowned for its ability to create a wonderful array of sound effects. It's the chip's flexibility which raises it above the rest of the field. This flexibility is due to the chip's totally addressable ADSR (attack, decay, sustain, release) facility and its filtering, modulation and most importantly of all, white noise capabilities.

SID uses frequencies of sound waves to recreate noises. Once the appropriate sound has been defined it can be refined by using the envelope generator and SID's filters.

HAL 6510

Of course, all the really tricky mathematical stuff is taken care of by your 64's CPU. This is where the sums are processed, which determines how quickly everything works.

The 64' s CPU is a 6510 processor, a close relative to the 6502 chip used in many 8–bit machines. This is made up of four registers (the accumulator, the X index, the Y index and the status), two counters (the program and the stack) and the input/output port.

Of all the 6510's register's the most important is the accumulator as it is the only register capable of doing maths. Digital bits can be moved to and from the accumulator, copied to other locations and have sums performed upon them without affecting any of the 64's memory. The most interesting register is status. This indicates whether or not something has happened by using eight flags. For instance, if the joystick button is pressed, the 64 could be instructed to flag one of the status registers to on. This could then be checked regularly to read any user input.

TALK TO ME

Computer's wouldn't be a lot of use if they couldn't talk to the outside world. Your 64 speaks to the real world via the television or monitor screen, the loud speaker and the various ports on the back of the machine.

There are two visual outputs on the 64, the monitor and the modulator sockets. These are located next to each other, although the modulator is much larger than the video socket. This is because the modulator has to combine the RGB (red, green, blue) information which the computer is used to dealing with and converting it into one radio frequency signal which a television is more used to receiving.

DANGER!

If you're thinking of having a look inside your own 64, do be careful. You see, all those semiconductors are very susceptible to static electricity; touch one when you haven't earthed yourself and you can frazz the chip.

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FEATURING

HEX HEROES

This is the fourth in our series where we give C64 PD companies a chance to blow their own trumpet, an opportunity to explain why you should give them your business. This is the page where they tell you why they're so fab. This month it's the chance of Cheshire company, Hex Heroes, to shout from the tree tops, and boy can they shout loud…

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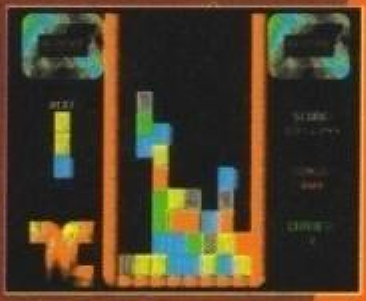
- They don't make any money out of this, all they charge is what it costs them to keep the library running.

TOP FIVE GAMES

1 GAME BOY TETRIS Need we explain further? Alright, here's a clue, it involves blocks falling down the screen.



Fast, frantic, fattening. It could only be Tetris.

2 CLYSTRON Brilliant shoot-'em-up.

3 VIORIS Stonking two player Tetris. Much like no.1, but far less solitary.

4 BLOCKIE Columns clone. Lots of blocks fall down the screen.

5 PARANOMIA Puzznic rip off. Blocks trundle towards you on a conveyor belt.

Nintendo GAME BOY

Horrible looking lump of plastic isn't it?

TOP FIVE DEMOS

Trigonometry was never one of my strong points at school.

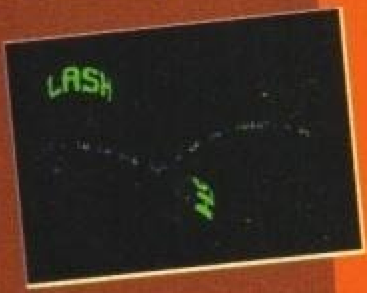
1 ICE CREAM CASTLE (CREST)The perfect recipe for a perfect summer.

2 DUTCH BREEZE (BLACKMAIL)Not the sort of thing your Great Aunt would aprove of.

3 GRAFIXMANIA 2 (MDA) More vectors than an 'A' level maths degree.

4 LEGACY PART 2 (FLASH) The series is slowly becoming a legacy itself.

5 TOP PRIORITY (CONTEX) Not quite top in our list, but well worth a look at.



Oh look, a demo with scrolly text. What a surprise. Not.

TOP FIVE GAMES

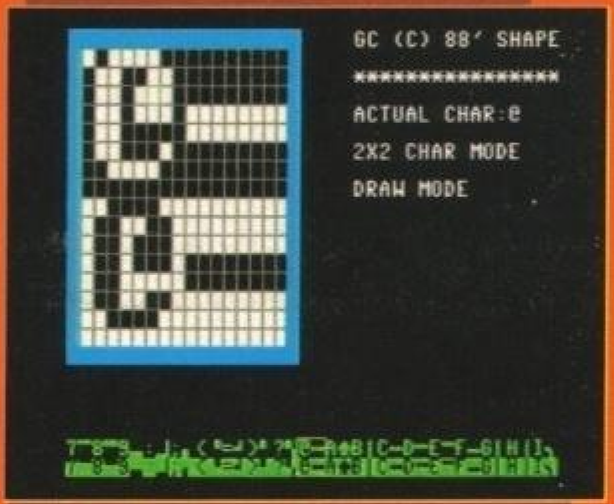
1 UTILS DISK 1 Assorted utilities for your C64.

2 ROCK MONITOr Music program for samples.

3 DEMO DEMON Brilliant demo creator.

4 6510+ ASSEMBLER A very good assembler.

5 PADUA TOOL DISK Great selection.



```
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****************
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```

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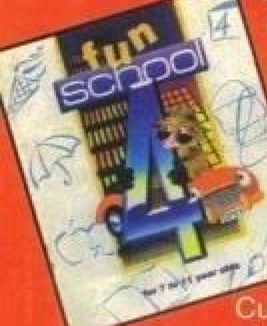

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NOBBY THE AARDVARK

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Thalamus

Seven levels of pure bliss and each one like a game in itself, from a manic ballooning section to a *Indiana Jones and the Temple of Doom*-style rail car ride.

Description	RRP	*CF* Price	Order No
Nobby the Aardvark (Cass,	£11.99	£9.99	CFNAC
Nobby the Aardvark (Disk)	£15.99	£13.99	CFNAD

MCDONALDLAND

SAVE £2

Virgin

A different kind of platform game altogether (*a different kind of platform game – the whole* CF *crew*). *Mario*-esque fun with relish and no gherkins. Have a nice game.

Description	RRP	*CF* Price	Order No
McDonaldland (Cass)	£11.99	£9.99	CFMCC
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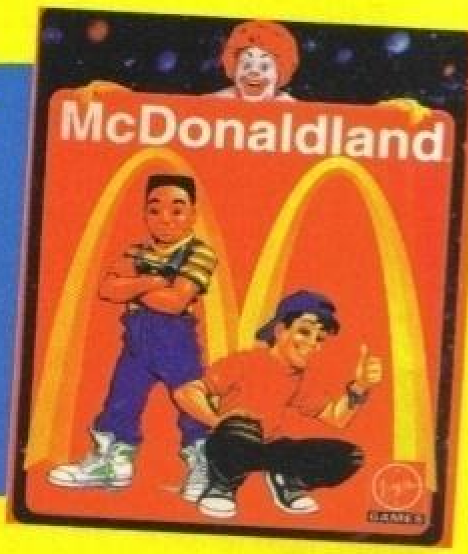
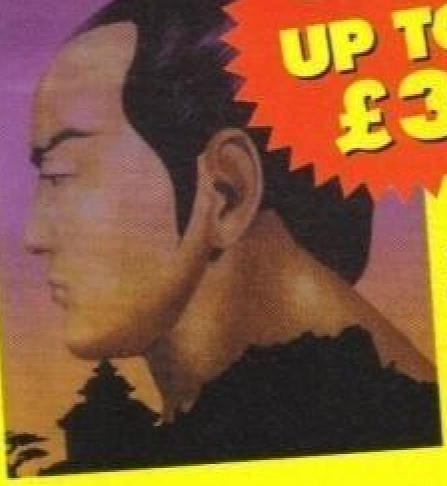


FIRST SAMURAI

SAVE UP TO £3



UBI Soft

An arcade adventure hack-'em-up with a distinctly oriental flavour, *First Samurai* received one of the highest scores *CF* has ever awarded a game – 96 per cent, and it deserved it. This game's got the lot – great graphics, great sound, great gameplay, great whatever else there is left to be great. Be warned – this game is dangerously addictive!

Description	RRP	CF Price	Order No
First Samurai (cass)	£11.99	£9.99	CFSAMC
First Samurai (disk)	£16.99	£13.99	CFSAMD

CREATURES 2

Thalamus

If you haven't got this game – WHY NOT? It's a Corker of awesome proportions. Gorier than a whole series of *Casualty* and more fun than watching Clur beat up Dave, this has to be one of the greatest games ever on ANY format! Platform puzzling at its very best with some superbly bizarre graphics and the best music ever written for the C64. There is no excuse for not having a copy.

Description	RRP	*CF* Price	Order No
Creatures 2 (cass)	£10.99	£9.99	CFCR2C
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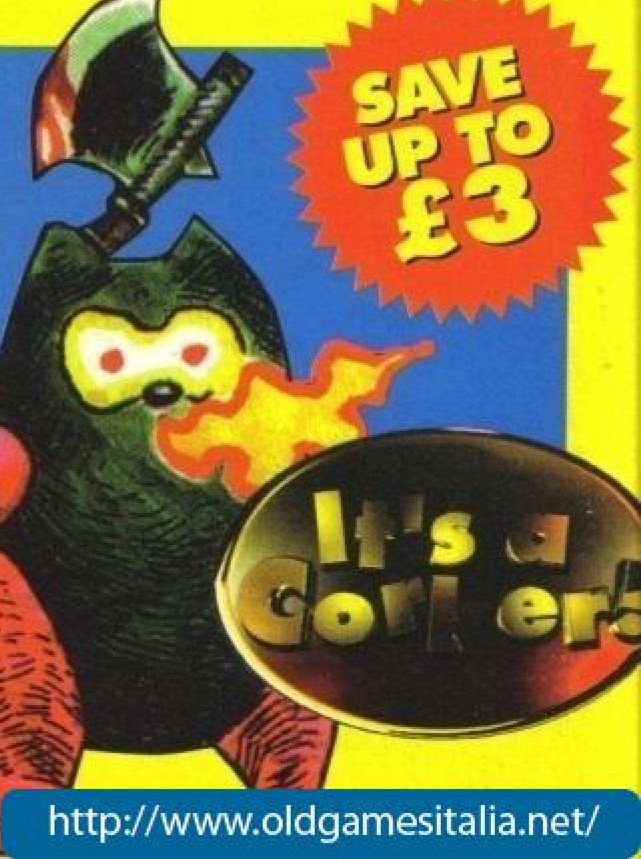
It's a Corker!

MS AROUND FOR YOUR MACHINE!

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Demo: *Robocod.*
Gamebusters: *Murray Mouse, Rainbow Islands.*
Reviews: *James Pond: Robocod, Biff, Dylan Dog, Jimmy's Soccer Manager, DJ Puff's Volcanic Adventure, Light, Bug Bomber.*

CF23: Cover tape – Full games: *Defenders Of The Earth, Johnny Reb 2.*
Demos: *Biff, Bug Bomber, Nobby The Aardvark.*
Gamebusters: *Maze Mania, Rainbow Islands, Super Seymour Saves The Planet.*
Reviews: *Cool Croc Twins, Turbo The Tortoise, Xenomorph, Millennium Warriors.*

CF24: Cover tape – Full game: *Famous Five.*
Demos: *Fuzzball, Match Of The Day, Ugh!, Cool Croc Twins.*
Gamebusters: *Space Crusade.*
Reviews: *Mega Sports, Ugh!, Elvira 2, Hägar The Horrible, Nobby The Aardvark.*
Specials: Getting the most out of your datassette.

CF25: Extra Cover tape – *Saracen Paint.*
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Gamebusters: *Space Crusade, DJ Puff, Vendetta.*
Reviews: *Hook, Match Of The Day, Bangers And Mash, Count Duckula 2, Frankenstein, Slicks.*

CF26: Cover tape – Full games: *Twin Tiger, Cosmic Causeway, Bomber.*
Demos: *Stuntman Seymour, Doc Croc.*
Gamebusters: *Space Crusade, DJ Puff.*
Reviews: *Stuntman Seymour, Super All-Stars, Boxing Manager 2, Popeye 3*
Specials: First installment of the epic Let's Make A Monster series.

CF27: Cover tape – Full games: *Deflektor, Alternative World Games, The Muncher.*
Demo: *Sceptre Of Baghdad.*
Gamebusters: 13-page *Creatures 2* special.
Reviews: *Crystal Kingdom Dizzy, Bully's Sporting Darts, Crazy Cars, Locomotion.*

CF28: Cover tape – Full games: *First Strike, Fifth Gear, Locomotion, Reckless Rufus, Nick Faldo's Champ Golf.*
Gamebusters: *Spellbound Dizzy, Famous Five.*
Reviews: *International Tennis, Graeme Souness International Soccer, Cool World, Nick Faldo's Championship Golf, Paint And Create.*

CF29: Cover tape – Full games: *Herobotix, Battle- ships, Highway Encounter.*
Demo: *Carnage.*
Gamebusters: *Spellbound Dizzy, Batman.*
Reviews: *WWF European Rampage, Sceptre Of Baghdad, Magic Rufus, Dalek Attack, Street Fighter 2, Superstar Seymour, Lethal Weapon.*

CF30: Cover tape – Full games: *Slayer, Rebounder, Daedalus, Blackjack 21.*
Gamebusters: *Creatures, Reckless Rufus, Winter Camp.*
Reviews: *Jimmy's Super League, Carnage, Gladiators, Football Manager 3, Spelling Fair, The Big Box.*

CF31: Cover tape – Full games: *Cauldron 2, Snare, Subterranea.*
Demo: *Arnie 2.*
Gamebusters: *Stuntman Seymour, Dalek Attack, Crystal Kingdom Dizzy.*
Reviews: *McDonaldland, Table Tennis, Snare.*
Specials: *SEUCK.*

CF32: Cover tape – Full games: *Thrust, Steel, Corya.* Full Utility: *FROST* (sprite design utility).
Gamebusters: *Stuntman Seymour, Lethal Weapon, Dalek Attack, Wild West Seymour.*
Reviews: *ARNIE 2, Fist Fighter, International Truck Racing, Trolls, Stone Age, World Championship Squash.*

CF33: Cover tape – Full games: *Snackman, ATA, Water Polo, Corya Part 2.*
Gamebusters: *Lethal Weapon, Thrust.*
Reviews: *Sleepwalker, Robin Hood, WWF, RoboCod, Darkman, 4 Most World Sports.*

CF34: Cover tape – Full games: *Arac, Coyra Part 3, Shellshock.*
Gamebusters: *Lethal Weapon, The Simpson.*
Reviews: *Argon Factor, Addams Family, Liverpool.*
24-page special: The best 64 games that you can still buy.

CF35: Cover tape – Full games: *Space Academy, Hallax.*
Gamebusters: *Last Ninja, Future Wars.*
Reviews: *Suburban Commando, Pirates, Mercs.*

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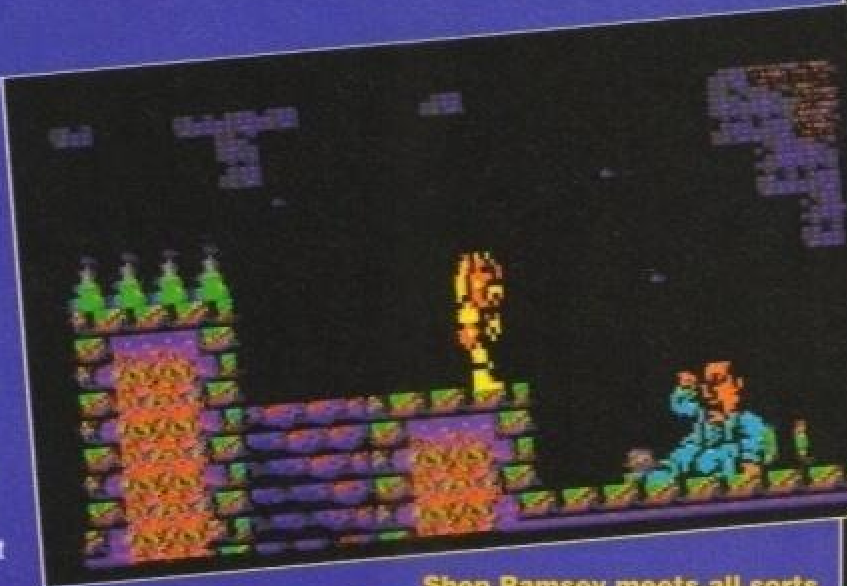
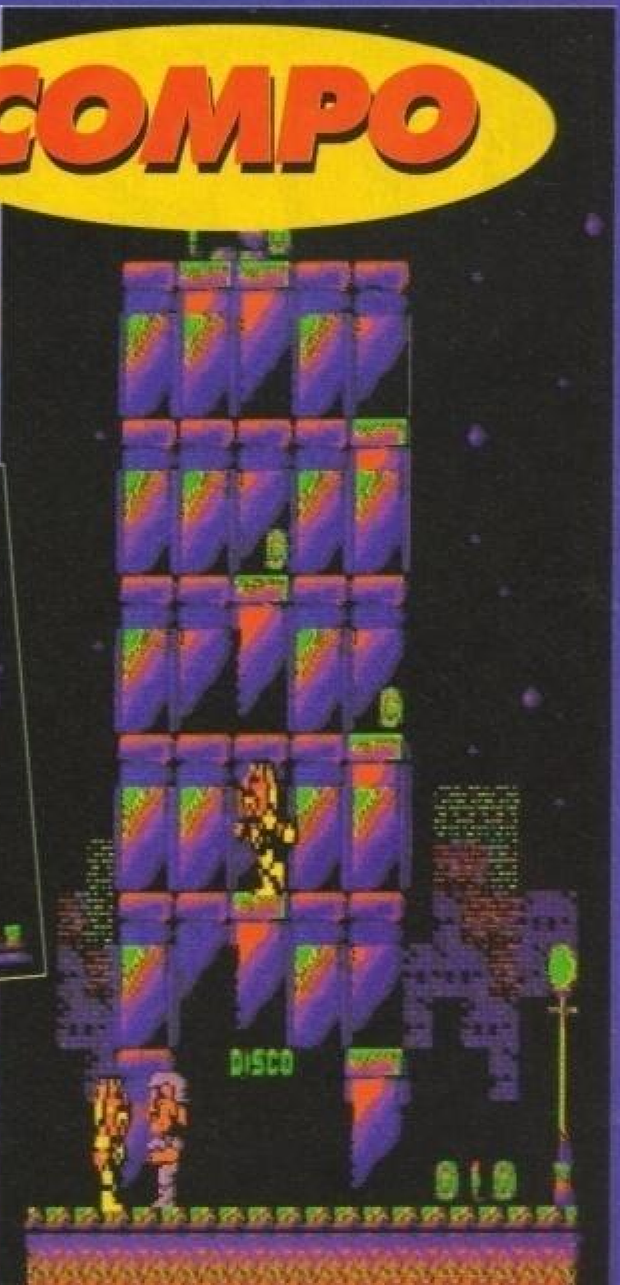
SUBURBAN COMMANDO COMPO

BURN A MAD MOON'S CUB

The great guys at Alternative Software are so pleased with the way that their game Suburban Commando is selling, that they've got together with CF to bring you this great compo. They want us to give away ten, I said ten, copies of the game. But we haven't only got games, the first five winners pulled out of Clur's baseball cap will also win a copy of the video, staring that hero of heroes Hulk Hogan. The Hulkster™ plays an earth–bound mega power-ful alien who gets into some nasty scrapes with a bunch of despicable invading aliens. It's a bit of giggle.

To stand a chance of winning one of these fab prizes we just want you to answer a few simple questions. If you can answer them correctly than move on to the second part of two, the tie-breaker. (Anyone seen the 64,000 Dollar Question? What a ridiculous way to number things). Right you'll find the questions that ☚ way, no cheating now. You may begin.





Shep Ramsey meets all sorts of people as he wanders around the streets of the Los Angeles suburbs. He's looking for the tools to fix his space ship with.

1

What's the name of the character that Hulk plays in Suburban Commando?
a) Madge Ramsey.
b) Shep Ramsey.
c) George Formby.

2

In which city's suburbs is the film Suburban Commando based?
a) Birmingham.
b) Brussels.
c) Los Angeles.

3

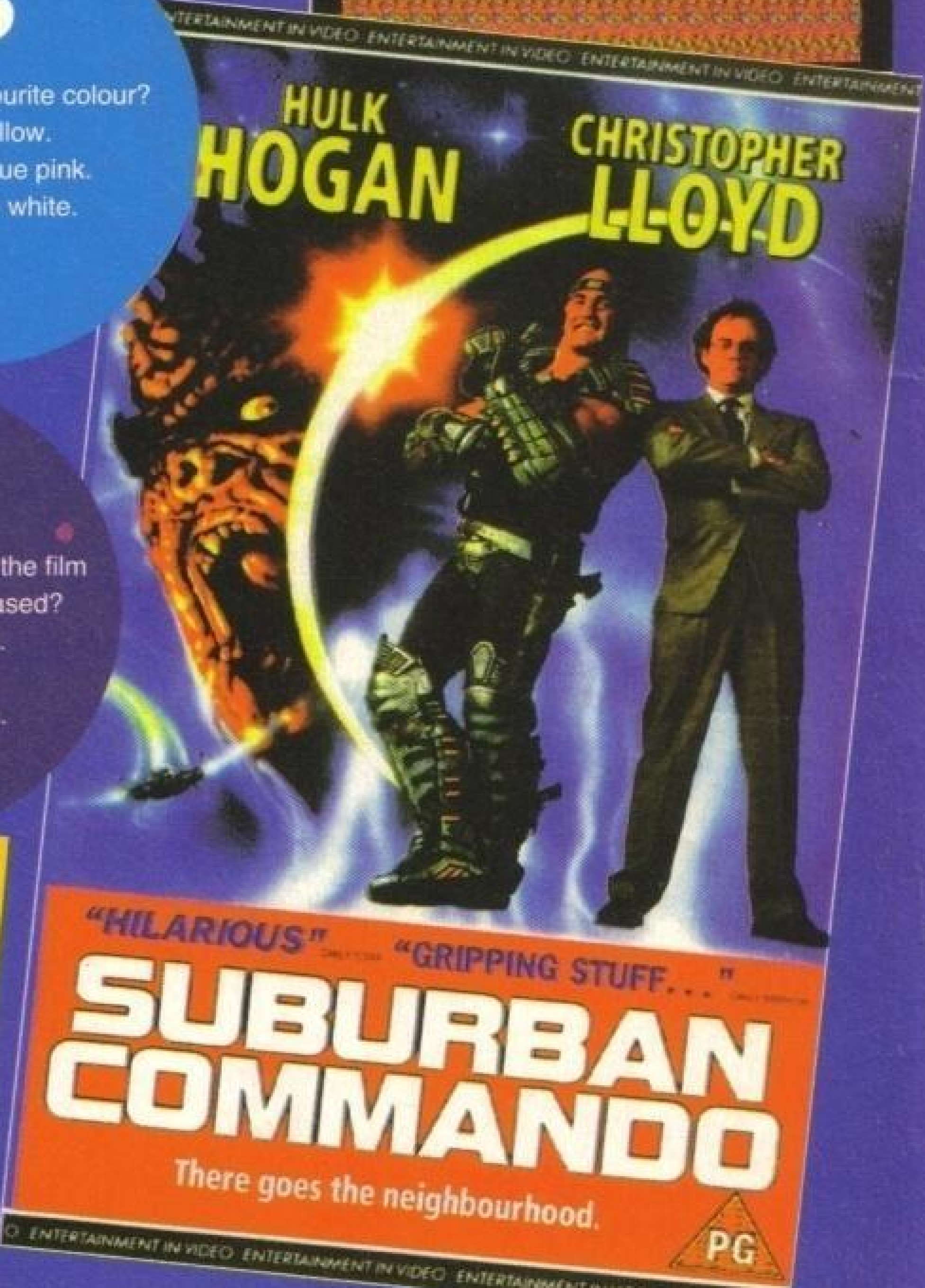
What's Hulk's favourite colour?
a) Yellow.
b) Sky blue pink.
c) Dove white.

TIE-BREAKER

(Damn, now Dave's gone I'll have to do the drum rolls myself) drrrrrrrrrrrrrrrrrr… take the letters SUBURBANCOMMANDO and come up with a dead funny or interesting anagram. That's all, we don't want you to draw pictures, send us your granny or send us your toenail clippings, just an anagram.

Write all your answers down on the back of a postcard or a sealed down envelope (we won't bother to look at answers that are all sealed up in the inside of an envelope) and send it to us at:
'Hulk Hogan wears yellow pants',
Commodore Format, 30 Monmouth Street,
Bath, Avon. BA1 2BL. To get here no later than Thursday 30th September 1993.

Employees of Future Publishing, Alternative Software, Clur's Mum, anyone in the final 16 of the Miss Bristol contest or foreign school children with day-glo rucksacks that hold up the traffic in Bath are not allowed to enter.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CHRISTOPHER LLOYD
"HILARIOUS"
"GRIPPING STUFF..."
SUBURBAN COMMANDO
There goes the neighbourhood.
PG
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WANTED

- To complete my collection of CF, does anybody have 1-2-3? Will pay cover price and postage. Contact Matthew on 0952 583240

- Wanted, disk versions C64 Silent Service and F-16 Combat Pilot Contact Tom, 21 Quartermass Rd, Hemel Hempstead, Herts, HP1 3QT.

- Red storm Rising from Microprose wanted desperately. Must be complete three cassette set for C64. Will pay reasonable price. Tel 0733 261251.

- Wanted: working copy of GAC and booklet if possible. Very urgent, please phone 0454 616828.

- Speedball 2 cassette C64. Call Reece on 0207 542234.

- Karnov by Electric Dreams, will give up to five pounds. Contact Geoff Crow, 27 Main Street, North Frodingham, Driffield, E Yorks. YO25 8SX.

- 1541 II disk drive, Action Replay Mk V or VI, Bionic Commando original tape only. Phone Mark after 7pm 0282 816531.

- Wanted Emlyn Hughes International Soccer on C64 disk. Phone Paul on 0603 811422.

- C64 Dragons Lair by Elite. Original box, tape or disk. Willing to pay £10 for faultless copy. Call Philip on 021 7479838.

- Wanted: BVattle simulation Rourkes Drift for C64. Can anyone help? Please contact Alan Hewitt, 17 Sandringham Road, Kings Lynn, Norfolk. PE30 4DB

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- Colt 64, a revelution in the C64 world. For an info pack send an sae to Richard Jordan, 4 Tarn Road, Formby, Merseyside. L37 2SZ.

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- Pen Pals wanted. Especially Gerd Byus from Belgium (CF23). Write to Lawrence at 12 Claremont Road, Grimsby, S Humberside. DN32 8NU.

- 14 year old boy wants female pen pal. I like rock music. Possibly send photo. Write to John Logan, 892 Cranagh Road, Coleraine. Northern Ireland. BT51 3NX.

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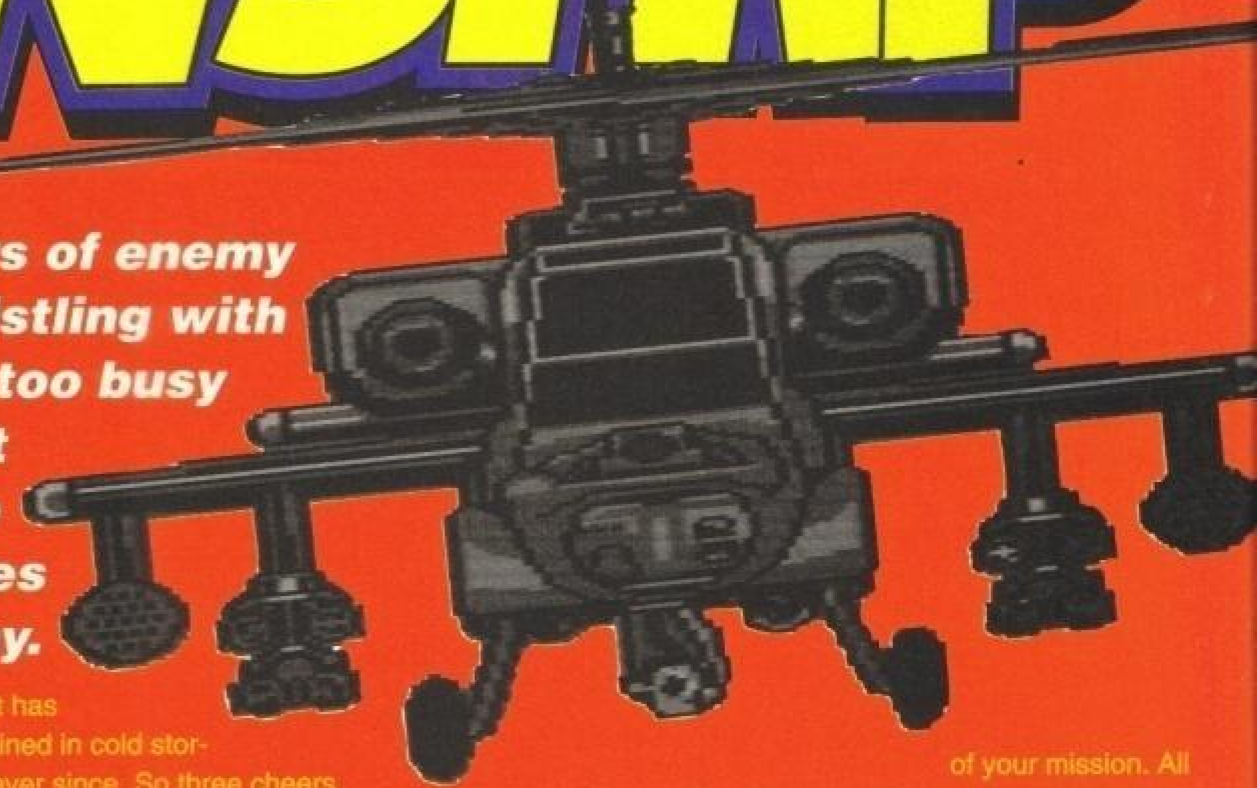
Classification: Tick box; ☐ For sale ☐ Wanted ☐ Services ☐ User groups ☐ Pen pals

GUNSHIP



We needed someone to wipe out huge numbers of enemy units in a helicopter bristling with firepower. Cheggers was too busy playing pop, so we sent Hutch. He wears the ridiculous mirrored shades to this day.

It had to happen one day I suppose. As war machines become increasingly sophisticated, so the gap narrows between the games that programmers create and the tanks, boats and helicopters that our soldier boys and women actually toodle about in. These days the only real difference between flying a computerised version of a helicopter and piloting the real thing is that if you screw up on the C64 version you still get to wear underpants on your head on New Years Eve; mess up on the real thing and you get a very bad headache and a bill for £2 million.

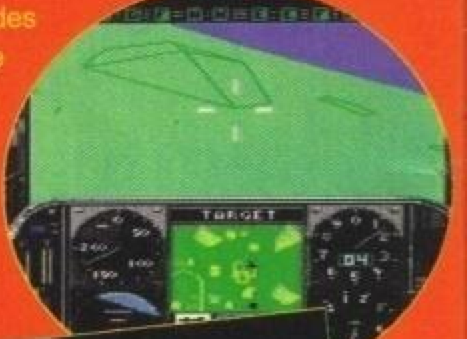
Gunship was originally released in 1987 to loud hurrahs! from rotor technology fans everywhere. It was released on budget in 1988 and it has remained in cold storage ever since. So three cheers, then, for Kixx and their XL label for arranging its re–release this year. But does it still cut the mustard?

Gunship's a typical Microprose game: chock full of detail, crammed to the gills with missions, heaving with weaponary and copy protected with one of those guess the war machine routines. That is if you've got the disk version, if you've only got a datacorder then don't bother with this game because there's such a humungous difference between the two formats as to make the tape version unplayable.

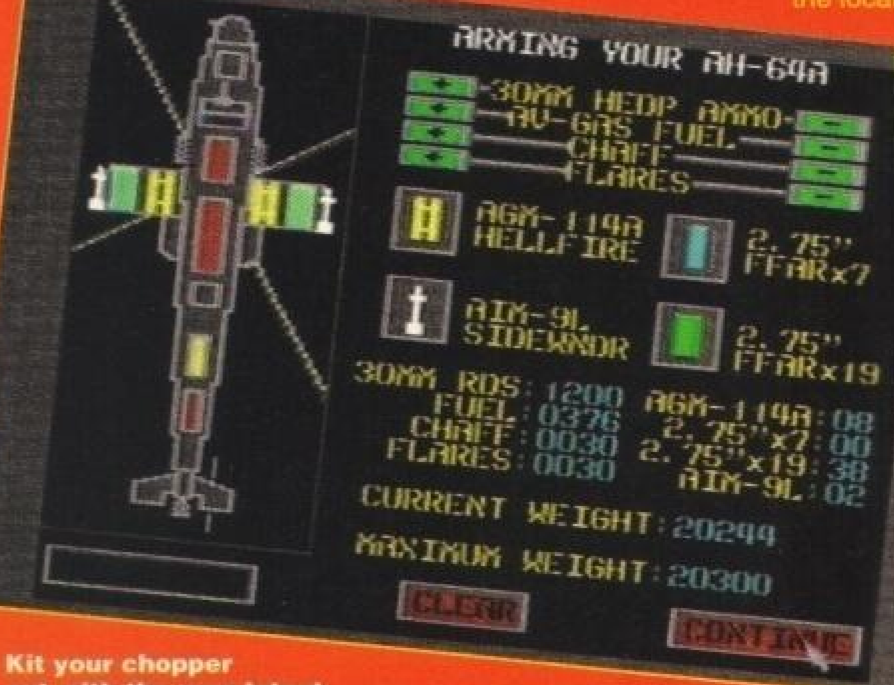
You'd be a bit surprised if a helicopter sounded like Handel's Water Music and not like a road drill. Wouldn't you?

After you've trawled through the vehicle identification and the pilot roster you can pick the location and difficulty of your mission. All the usual options are in there from wild pig barbecuing in Central America to stopping the red menace from spreading all over Western Europe. I told you the game was a bit old; the Berlin wall was standing proud when Gunship was released. Funnily enough there are a lot of people who wish it still was. Standing that is.

Actually flying your chopper is a somewhat tricky affair. You see, instead of the usually aeroplane stylee ailerons and rudders, you've got to contend with something called the collective. This alters the angle of the blades as they chop the

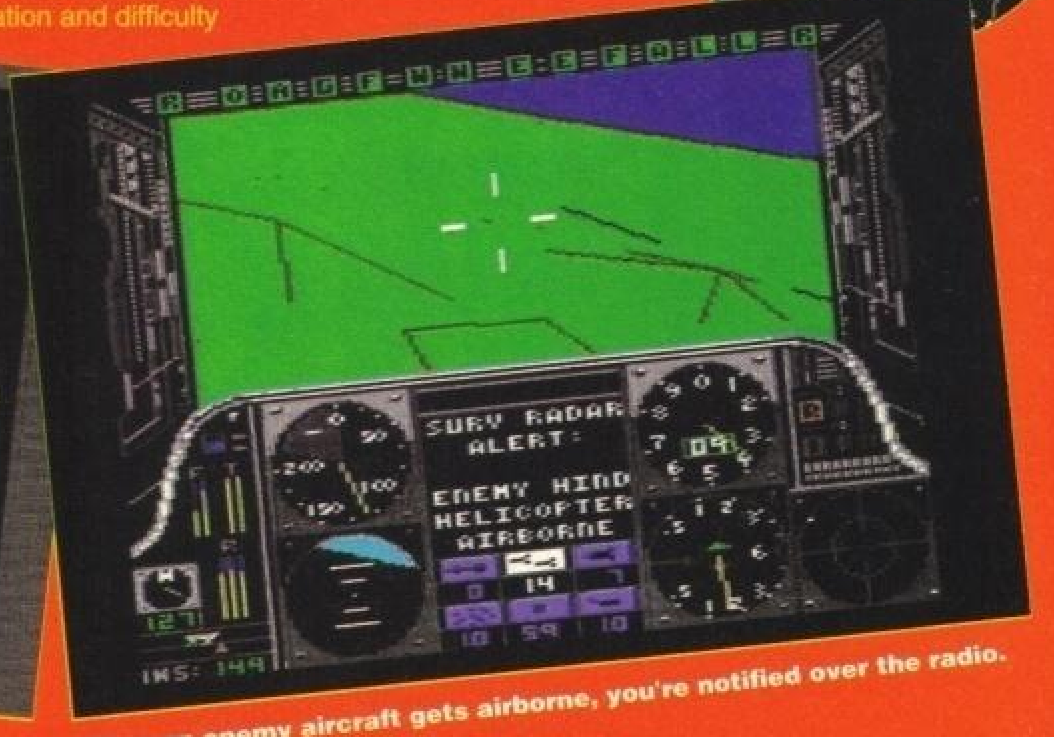


Your radar map indicates where you are, but not where the nearest McDonalds is.



30MM RDS:1200
FUEL:0376
CHAFF:0030
FLARES:0030
AGM-114A:08
2.75"x7:00
2.75"x19:38
AIM-9L:02
CURRENT WEIGHT:20244
MAXIMUM WEIGHT:20300

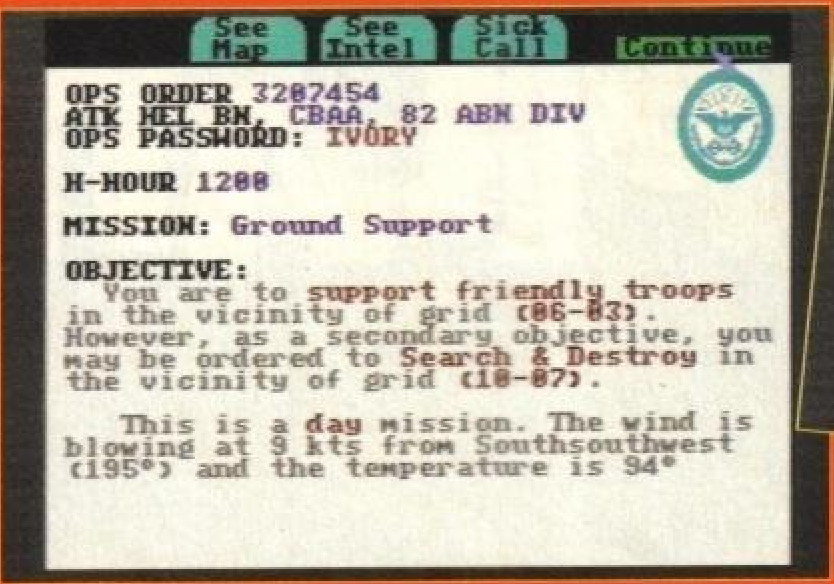
Kit your chopper out with the very latest state-of-the-art death-dealing destructors.



SURV RADAR ALERT:
ENEMY HIND HELICOPTER AIRBORNE

When an enemy aircraft gets airborne, you're notified over the radio.

Make sure you read your mission orders carefully. If you want to survive that is.



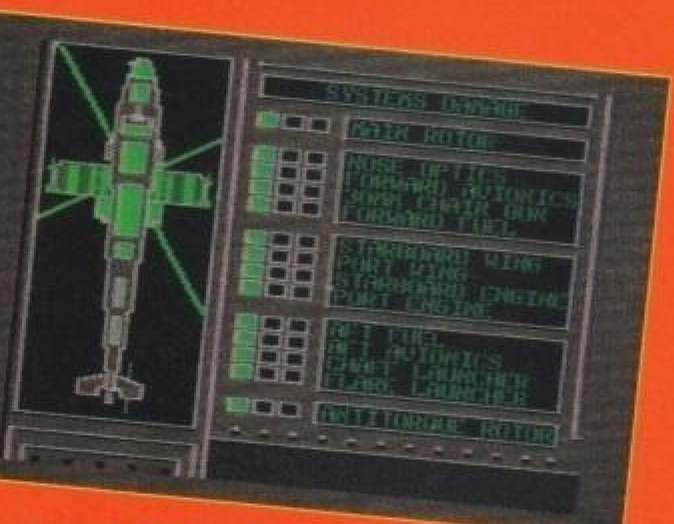
OPS ORDER 3207454
ATK HEL BN, CBAA, 82 ABN DIV
OPS PASSWORD: IVORY

H-HOUR 1200

MISSION: Ground Support

OBJECTIVE:
You are to support friendly troops in the vicinity of grid (06-03). However, as a secondary objective, you may be ordered to Search & Destroy in the vicinity of grid (10-07).

This is a day mission. The wind is blowing at 9 kts from Southsouthwest (195°) and the temperature is 94°



You can check out your damage situation from this screen. You're in perfect shape.

air and therefore alters you height. To go forward you tip the nose forward, a process which drops your height meaning that you have to up the collective a bit more. If it sounds tricky then you'd be right. Fortunately, there's an easy flight option which means you can tweak the collective without altering your forward speed.

What with the Gunship being an army helicopter you'd expect there to be some state–of–the–art firepower on–board. Your 'copter is fitted with Sidewinders, 2.75" FFARs, Hellfire and a 30mm cannon. The Sidewinders are guided missiles which you look onto a target and then let loose, the Hellfires are unguided missiles useful for ground installations, and FFARs are guided missiles with a shorter range. Your cannon can lock and hold targets too, all of which makes simultaneous flying and shooting a damn sight easier.

On each of your missions you have two targets: the primary and (can you guess) the secondary. Along the way, there will of course, be enemy ground and air attack craft intent on doing you damage. To locate your main targets you can call up a large map, with ground detail listed on it. Once you've carried out your mission you can pick out your base and hightail it home.

But what of the graphics and sound I hear you cry. Yes you sir, at the back. Well, thankfully it looks as good today as it did when its programmers shooed it out of the office and onto the software shelves. All the attack craft are wireframe, which means that the frame update's nice and quick, while the explosions are bitmapped affairs in lovely colour. The cockpit looks great, especially the detail of the appropriate target appearing in your weaponry window. Sound's a bit on the minimal side, but then you'd be a bit surprised if a helicopter sounded like Handel's Water Music and not like a road drill. Wouldn't you?

Does it all still hold true though? I mean it's not as though this game's a spring chicken over even an autumn one for that matter. Fortunately the answer's a resounding yes. Gunship's an awesome giggle, chock full of carefully honed gameplay. With all the missions, the realistic flight patterns, the slick wireframe graphics, the never–ending action and some dirty great missiles, this is one game you can't afford to miss. Gunship's a wild whirlwind of whirlybird wonderfulness. And no mistake, missus.

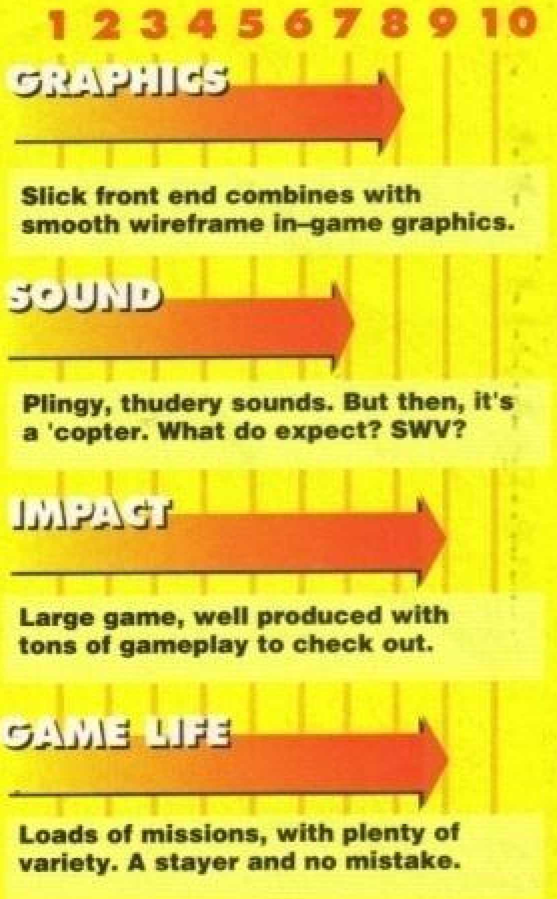
TIP OFF

With all those missiles in your arsenal it's easy to neglect your cannon. This is actually one of your most flexible and powerful weapons. It can lock onto targets and track them and it only takes a couple of shots to wipe out even the toughest of enemy vehicles.

CF VITAL STATISTIX

GAME	GUNSHIP
PUBLISHER	KIXX XL
CONTACT NUMBER	021 625 3388
PRICE	£7.99
AVAILABLE	OUT NOW
OTHER INFO.	CONSIDER THE DISK ONLY

GUNSHIP



GRAPHICS

Slick front end combines with smooth wireframe in-game graphics.

SOUND

Plingy, thudery sounds. But then, it's a 'copter. What do expect? SWV?

IMPACT

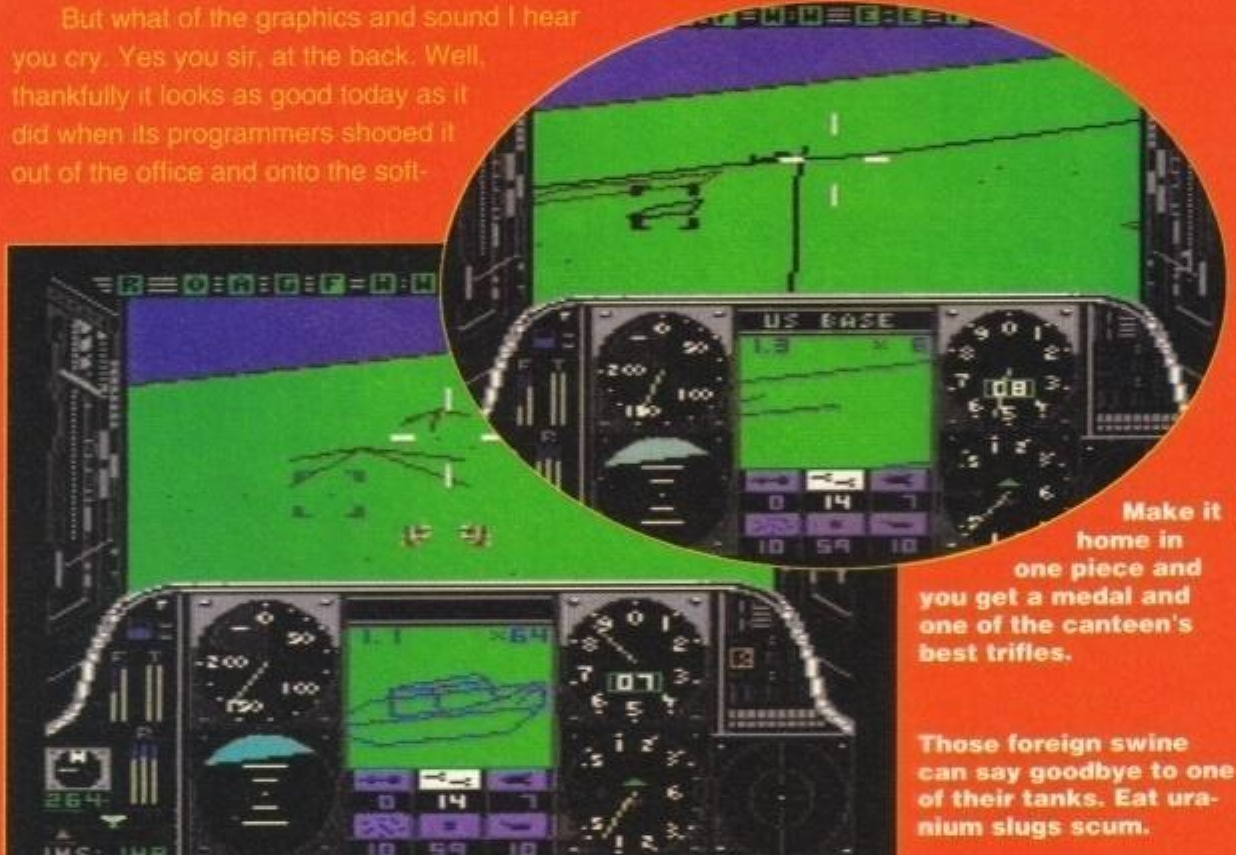
Large game, well produced with tons of gameplay to check out.

GAME LIFE

Loads of missions, with plenty of variety. A stayer and no mistake.

POWER RATING

93%

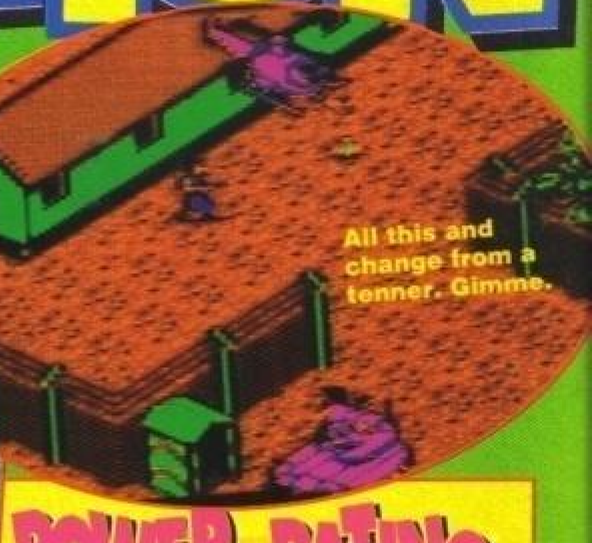


Make it home in one piece and you get a medal and one of the canteen's best trifles.

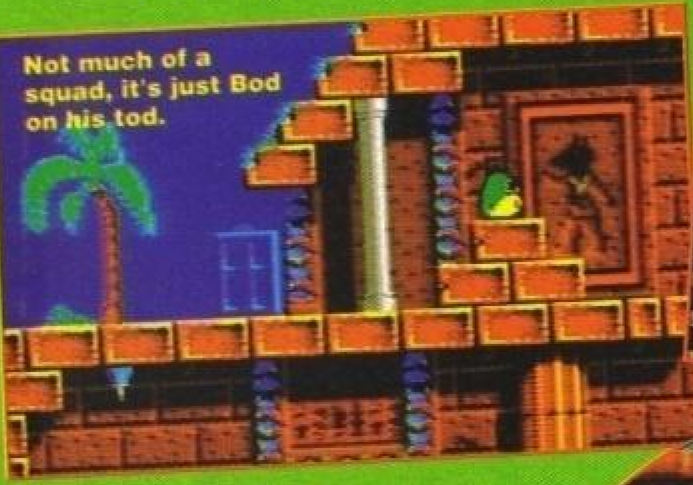
Those foreign swine can say goodbye to one of their tanks. Eat uranium slugs scum.

KOMPILATION

Wanzin, zehn spiele Für wengler als zehn phund! Can't go wrong can you? Clur takes a trip to the land of beer and sausages to bring you a review of these fab compilations from Zeppelin.



All this and change from a tenner. Gimme.



Not much of a squad, it's just Bod on his tod.

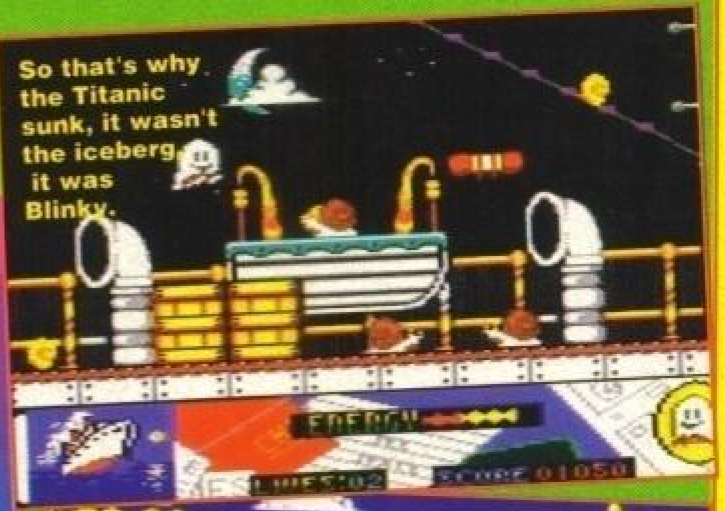
Blinky, the ghost with the most.

Oh, no. Not the fluffy white teddy! Grrrrrrrr. Agghhhhh!

Games Machine

Not one of these games (if they were reviewed in CF) scored less than 60%. That certainly sounds like an above average box to me. The only problem is that the instructions are in German. This, you see, is a compilation originally scheduled for release in Deutschland, but thanks to me badgering them, Zeppelin have agreed to sell it in this country too. I mean, why should they get all the good stuff?

Both these compilations are packed full of Zeppelin's best but this is definitely the star of the two. "One can't go wrong when one places Arnie and Arnie 2 in the same receptacle", as my posh uncle often muses. I'll admit the Blinky games aren't that good, but they are playable. There's nothing duff in this one folks. So as long as you have a mate who's willing to lend you their German/English dictionary you're laughing. Gott in heimel. Or sumsink.

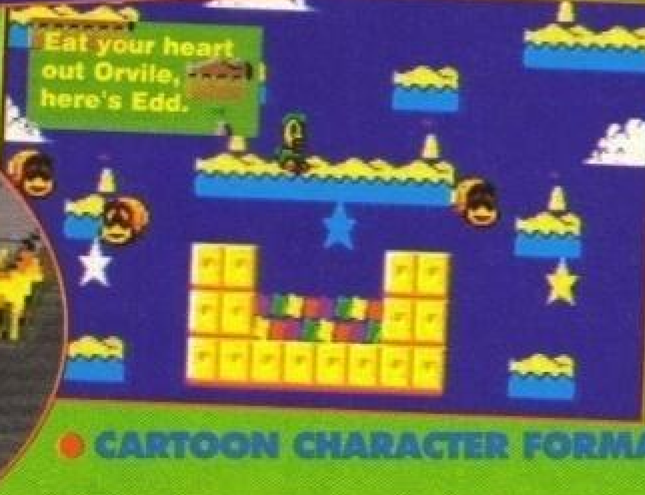


So that's why the Titanic sunk, it wasn't the iceberg, it was Blinky.

CF VITAL STATISTIX

GAME......................GAME MACHINE
PUBLISHER ....ZEPPELIN
CONTACT NUMBER......091 385 7755
PRICE £3.99
AVAILABLE ....OUT NOW
OTHER INFO ...DISK ONLY, MULTILOAD

Neighbours went down hill when they got rid of Mrs Mangle.



Eat your heart out Orvile, here's Edd.

POWER RATING

GAMES MACHINE – THE GAMES

Arnie ○○○○○

A classic shoot-'em-down that took the world by storm way back in June of '92.

Arnie 2 ○○○○

And then came the funky sequel, which is even better than the original.

Blinky's Scary School ○○○

An arcade adventure with a ghost for a star, a school for the location and no surprises.

Bod Squad ○○○○○

The Blob with a conscience, Bod the alien saves the day in this brill arcade platformer.

Doc Croc's Excellent Adventures ○○○

The TV show was great but this mediocre platformer just doesn't come up to scratch.

Edd The Duck ○○○○

Personally I'd prefer him with orange sauce and a couple of new potatoes.

Fist Fighter ○○○○

Street Fighter clone with a sense of humour and some rather fetching nunchukas

Neighbours ○○○○

Peculiar skate boarding antics with the Ramsey Street lads and lasses from down under.

Sleepwalker ○○○

Not the Comic relief game (which is a pity, because that's quite good).

Titanic Blinky ○○○○

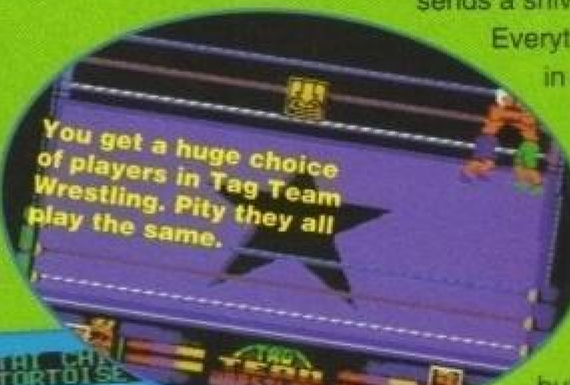
POWER RATING

84%

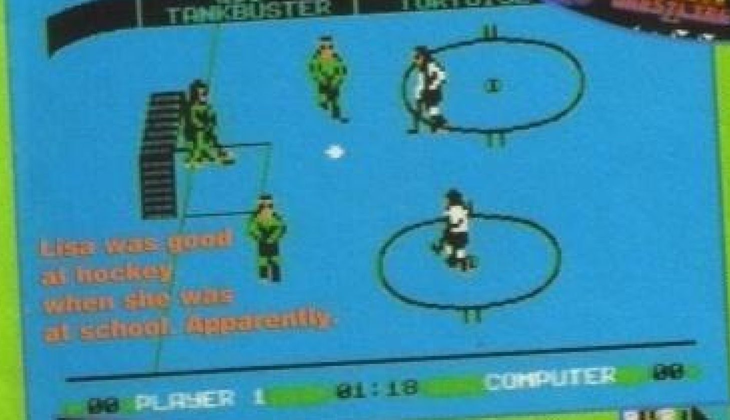
KORNER

Sport Top Ten

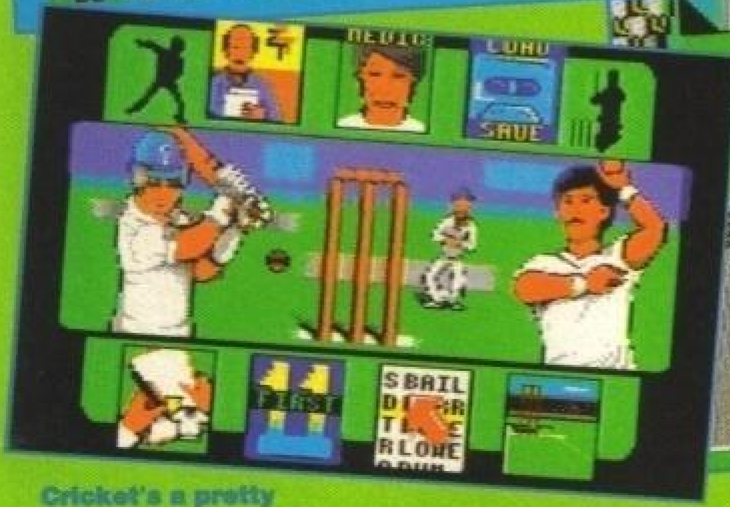
Sport Top 10, like its counterpart, Games Machine, also has its instructions in that certain European language that I've mentioned far too much already. Unfortunately where this one falls down is the inclusion of International Truck Racing. Just the mention of the name sends a shiver down my spine. Everything else is fair mind you, in fact some of them are actually really good. Take International Tennis (no not mine, get your own). This is a stonker of a tennis game. And Carnage, it's not anything to write home about but it's darn enjoyable for such a tiny overhead racer. Getting down and dirty in the scrimmage in World Rugby can give you a good time too. But why oh why continue to associate these quite happy little games with International Truck Racing? I'll never understand marketing people.



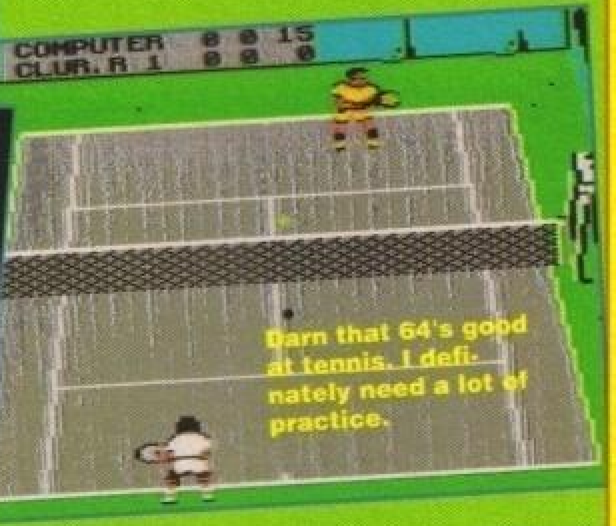
You get a huge choice of players in Tag Team Wrestling. Pity they all play the same.



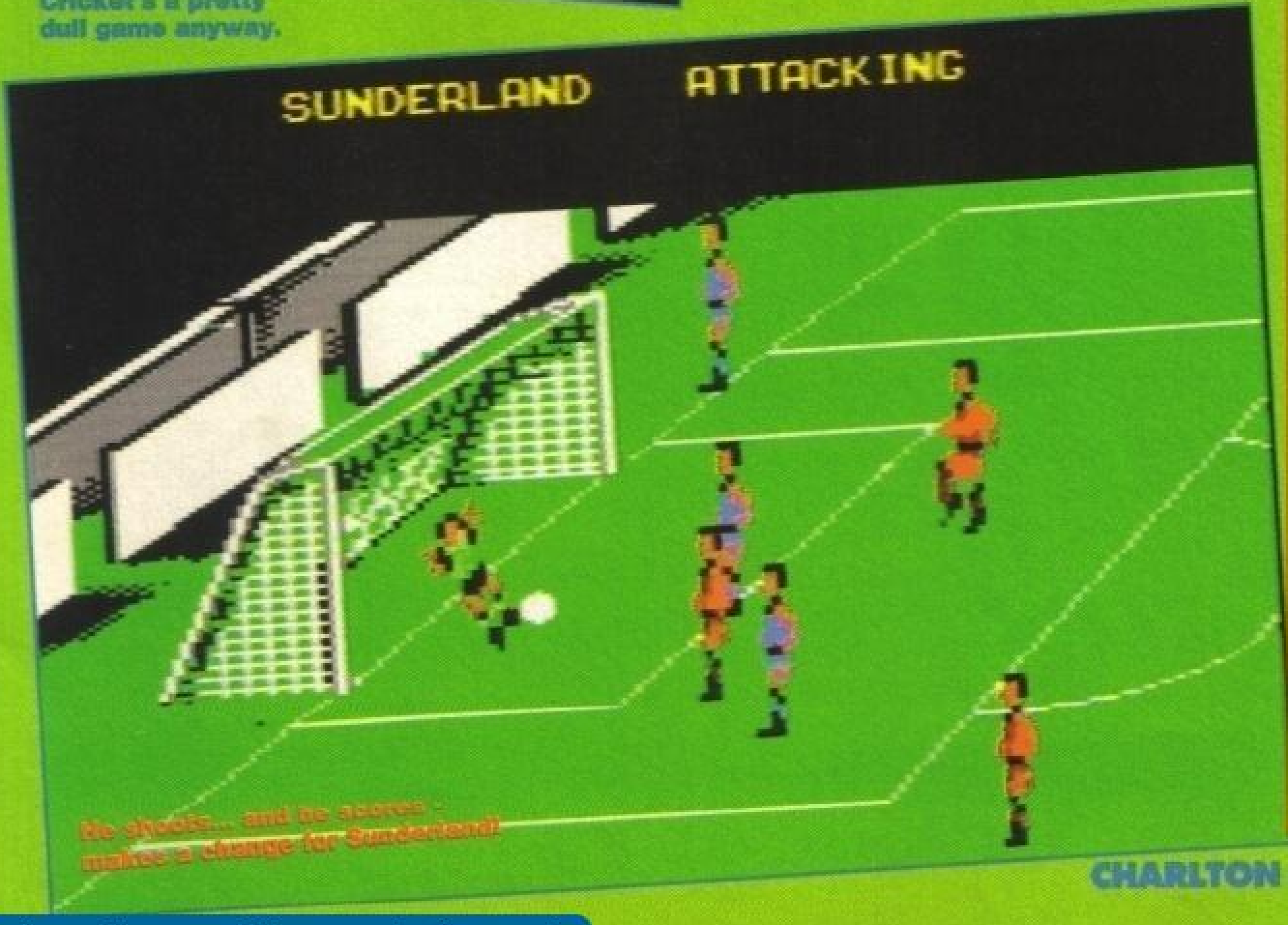
Lisa was good at hockey when she was at school. Apparently.



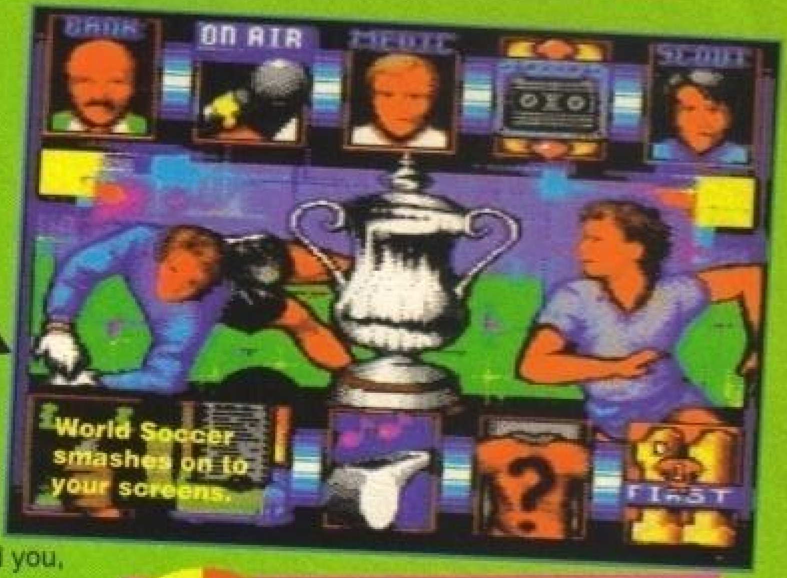
Cricket's a pretty dull game anyway.



Darn that 64's good at tennis. I definately need a lot of practice.



He shoots... and he scores - makes a change for Sunderland!



World Soccer smashes on to your screens.

VITAL STATISTIX

GAME ....SPORT TOP 10
PUBLISHER ....ZEPPELIN
CONTACT NUMBER......091 385 7755
PRICE £9.99
AVAILABLE ....OUT NOW
OTHER INFO ...DISK ONLY, MULTILOAD

POWER RATING

SPORT TOP TEN — THE SPORTS

American Tag Team Wrestling ○○○
There's been so many wrestling games that a game needs to be great to make the mark. This one doesn't come close.

Carnage ○○○○
A nippy over head racer, but so, so small.

Graeme Souness Soccer Manager ○○○○
One of the better soccer management games around for the 64.

International Ice Hockey ○○○
You just don't get the feel of the violence inherent in a game of Ice Hockey.

International Tennis ○○○○
Wimbeldon may be long gone but International Tennis lives on.

International Truck Racing ○
Just don't ask, don't ask.

Kenny Dalglish's Soccer Manager ○○○
An average footie management game.

World Rugby ○○○
Rugby management without the group bathing sessions. Thankfully.

World Soccer ○○○
There's little to distinguish this average footie managment sim from KDSM.

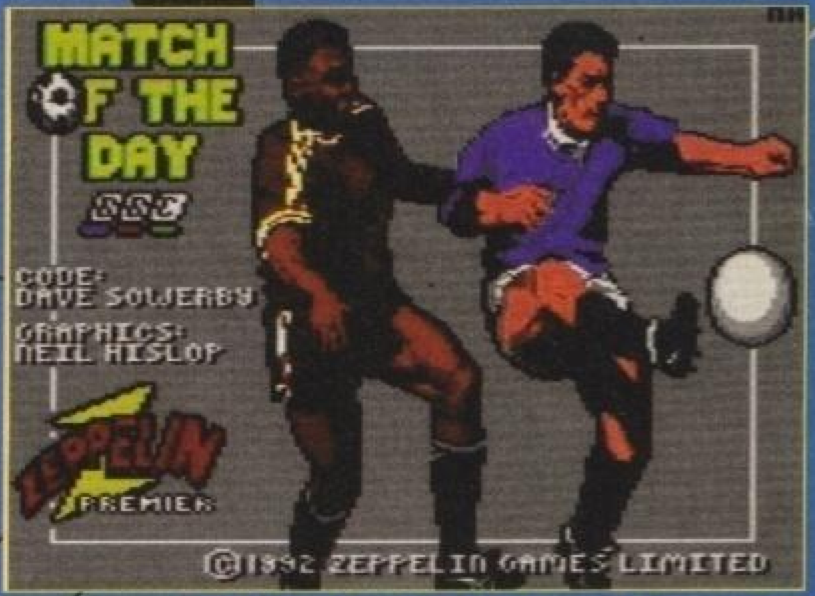
World Cricket ○○
There's nothing like the sound of willow.

POWER RATING

84%

MATCH OF

Simon – not exactly the most sporting of chappies, is he? Then again, it doesn't look as if he'll be getting much exercise with Match Of The Day!



Make sure you watch the loading screen. That's the most action you'll get today.

Sure. Match Of The Day is the ultimate football challenge. Deal with everything that a real manager has to face – spotting a player's potential, making an offer his club can't refuse, deciding on his best position, training him up, getting him fit, and winning games. And other teams will be trying to poach your best players, your staff, maybe even you. What on Earth will Des and Jimmy say? Translation: Footie Management Sim.

Abeldy abeldy flah flah flah. It doesn't matter what I write, you see, you'll have stopped reading anyway by now. I suppose I'd better keep Hutch happy and talk about the game, though. *(Shrewd idea, Simon – Ed.)* I'll have to leave the answers to all those important questions (like 'Where exactly do spiders go in the winter?') for another time. *(My bathroom window sill – Ed.)*

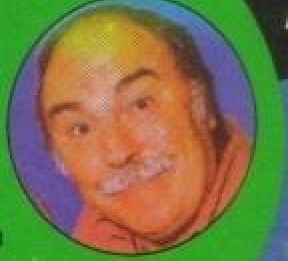
Football. Management. Simulator. Do I really have to? *(Yep – Hutch)* Right. Off we go.

On loading, you're mercilessly dumped into a harsh world of icons and things, with only your cunning, reflexes, and attention span to protect you. All is quiet. Something flickers in your peripheral vision – it's the game features.

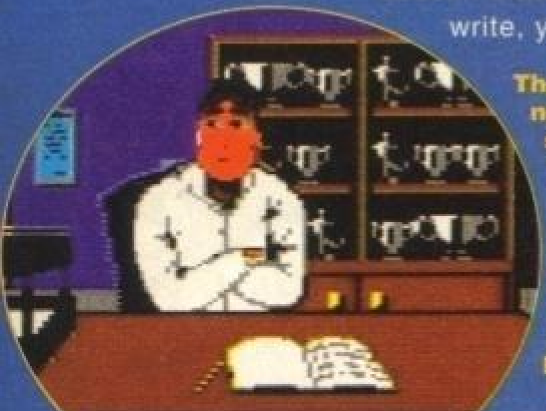
- The Supporters Club – These are the poor suckers who want to follow their heroes' careers, and pour loads and loads of liquid cash into both the club and your pocket. The only downside is that this ties you to respecting the wishes of the supporters club, as they're paying for the beer.
- The Physiotherapist – This is the sadist that twists the footballer's legs back round the right way, or removes football boot studs that get buried deep in the groin.
- Dealing – This is the bit for buying players, transferring players, or selecting trainers and the like.
- Team Selection – No, hold on, it's on the tip of my tongue. No really. I'll get it in a minute.
- Trainer – Organise your people to run round a field aimlessly, get really worked up over friendly matches, and start fouling each other to 'even the odds a little bit'.
- Team Talk – Letting you mess around with the Free Transfers List, and get your players laughed at because you couldn't even give them away.

TIP OFF

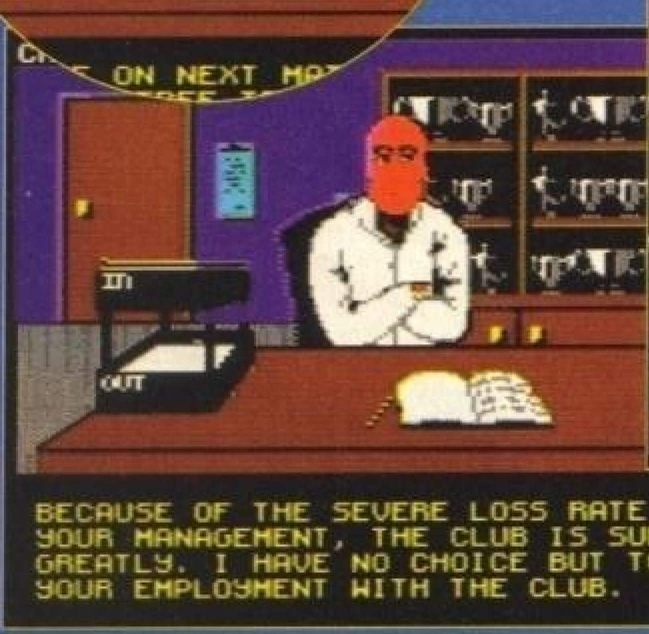
"He's played a belter Saint. Smashing."



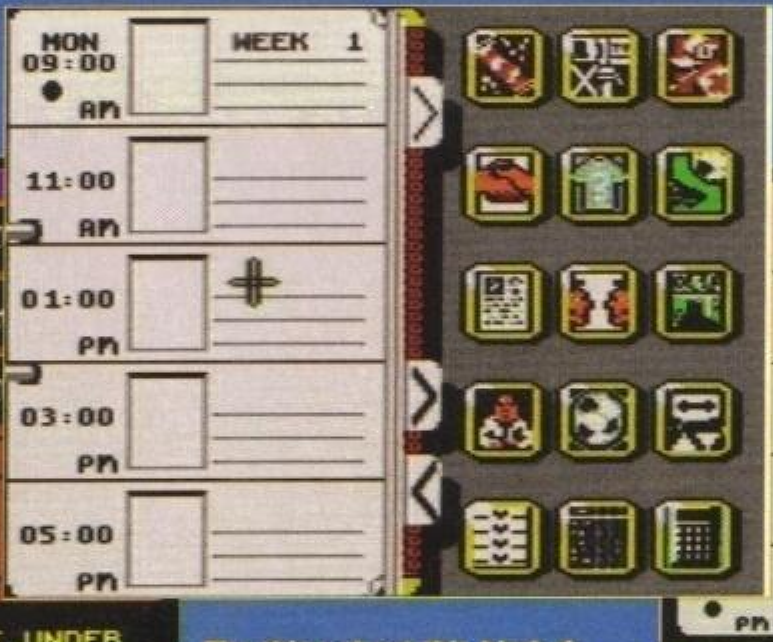
Work out what is more fun before you start – watching Jimmy Greaves telling you how badly you've done, or putting your hand in a blender.



That is never a scout! Where's his woggle? I always worried about Baden Powell...

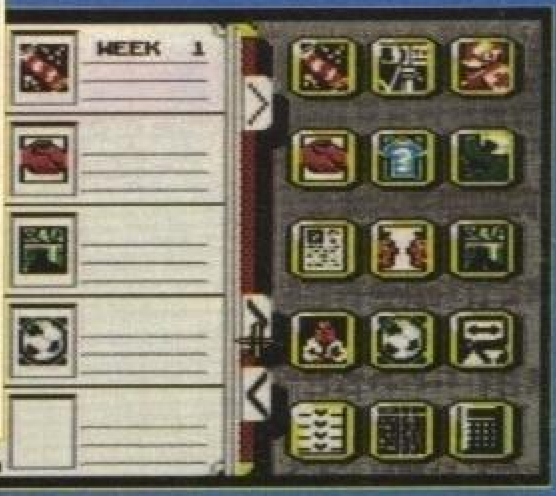


BECAUSE OF THE SEVERE LOSS RATE UNDER YOUR MANAGEMENT, THE CLUB IS SUFFERING GREATLY. I HAVE NO CHOICE BUT TO END YOUR EMPLOYMENT WITH THE CLUB.



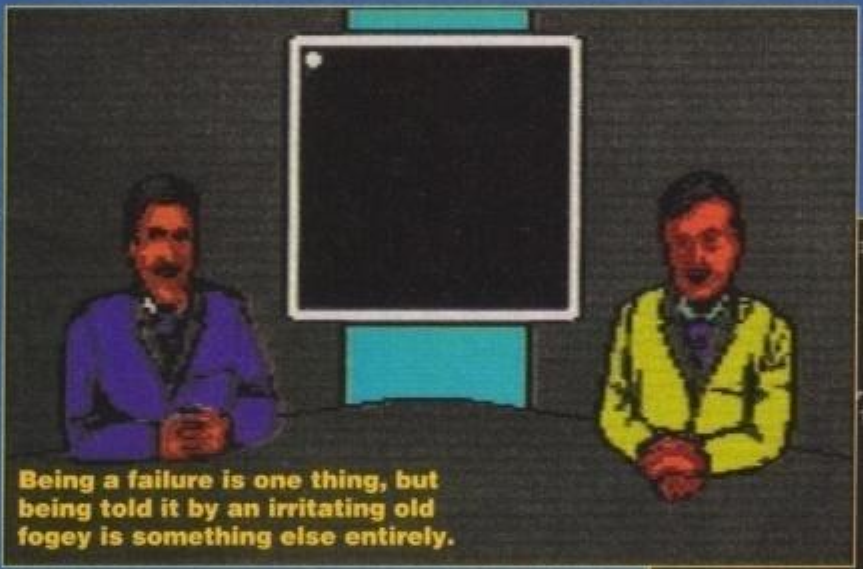
The thing about this kind of sim is that you keep going broke. I suppose Football Liquidator doesn't cut it...

Yeah, so there's loads of features and things to do, but can we please just play a game? I don't ask for much in life – honest.



So you can fill up your diary with pictures. Great. Can this get any better? Yes, lots. For a start, they could write a fun game!

THE DAY



Being a failure is one thing, but being told it by an irritating old fogey is something else entirely.

NO. SELECTED: 11

As you can see, the graphics aren't really all that bad – it's all just so flippin' dull.

● Scout – The really sneaky bit where your scouts wander around other football games, and try to recruit players from other teams, luring them away with money, women, and packets of Scampi Fries.

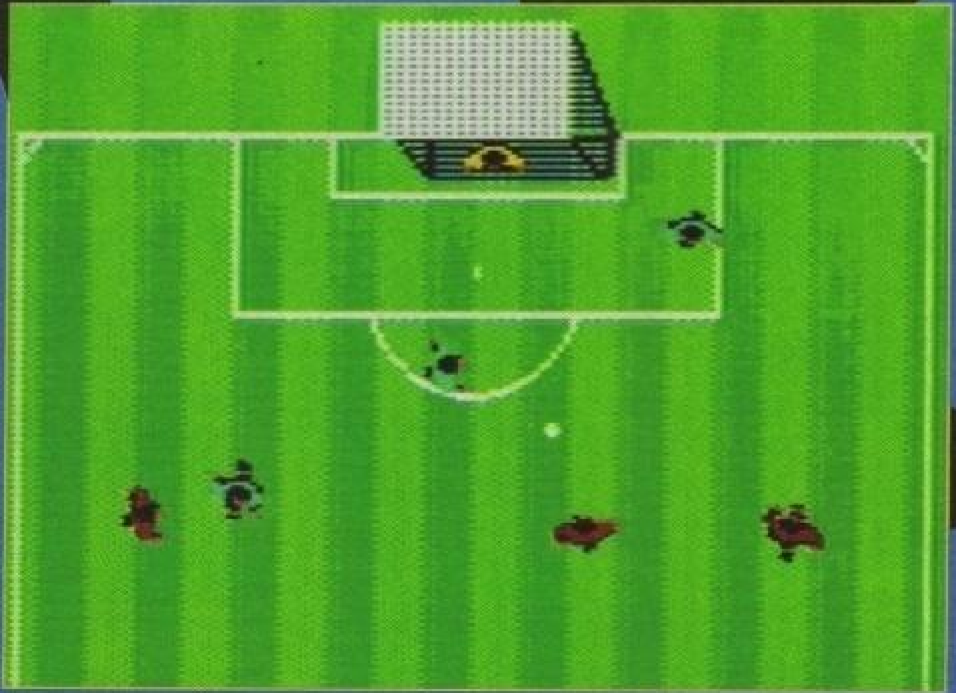
As well as these main playing options, and of course the all important game – which we'll get onto in a minute), there are a few other bits, such as viewing fixture tables, etc, but as you can see, there's a comprehensive range of things to do in your capacity of 'manager in sheepskin'.

The game part of the whole shebang is relatively disappointing, as you really only get loads of mid-game wibble from two irritating presenters with very little life outside of their cardigans. Why no-one's ever thought of combining fast football gaming action with tediously slow football management I don't know, and I really am sorry about not appreciating fully the thrills and spills of football management, but this concept really is getting more than a little tired,

All in all, I'd have to say yes, you would like MOTD if you happen to be into footie management sims, but the odds are you're not a *(Censored – Hutch)*, and so would much rather do the washing up or clean the drains instead.

Okay, so maybe it was a mistake giving this review to someoe who hates football with as much vigour as me, but I mean honestly, it really is about time that we alerted the public to to the terror of a game concept that, though it spawned many titles (be they good or bad), has not changed or seen any new features since the whole hideous idea began.

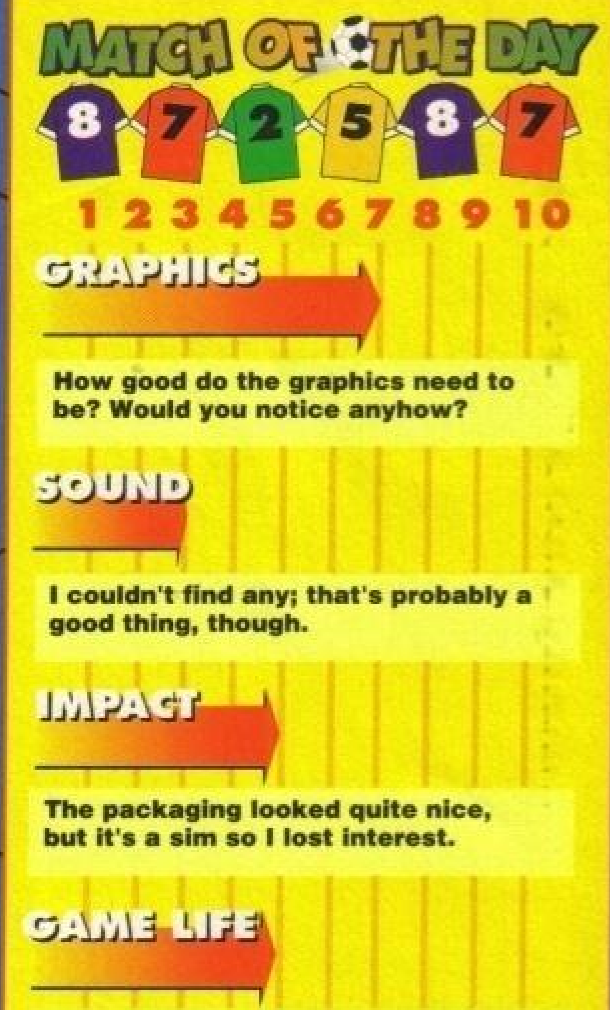
> Lure players away with money, women and packets of scampi fries.



Sit and watch lots of mutated footballers run round a hockey goal. Hold on a mo...

VITAL STATISTIX

GAME	MATCH OF THE DAY
PUBLISHER	ZEPPELIN
CONTACT NUMBER	091 385 7755
PRICE	£3.99
AVAILABLE	OUT NOW
OTHER INFO	MOST CARS ARE RED



GRAPHICS

How good do the graphics need to be? Would you notice anyhow?

SOUND

I couldn't find any; that's probably a good thing, though.

IMPACT

The packaging looked quite nice, but it's a sim so I lost interest.

GAME LIFE

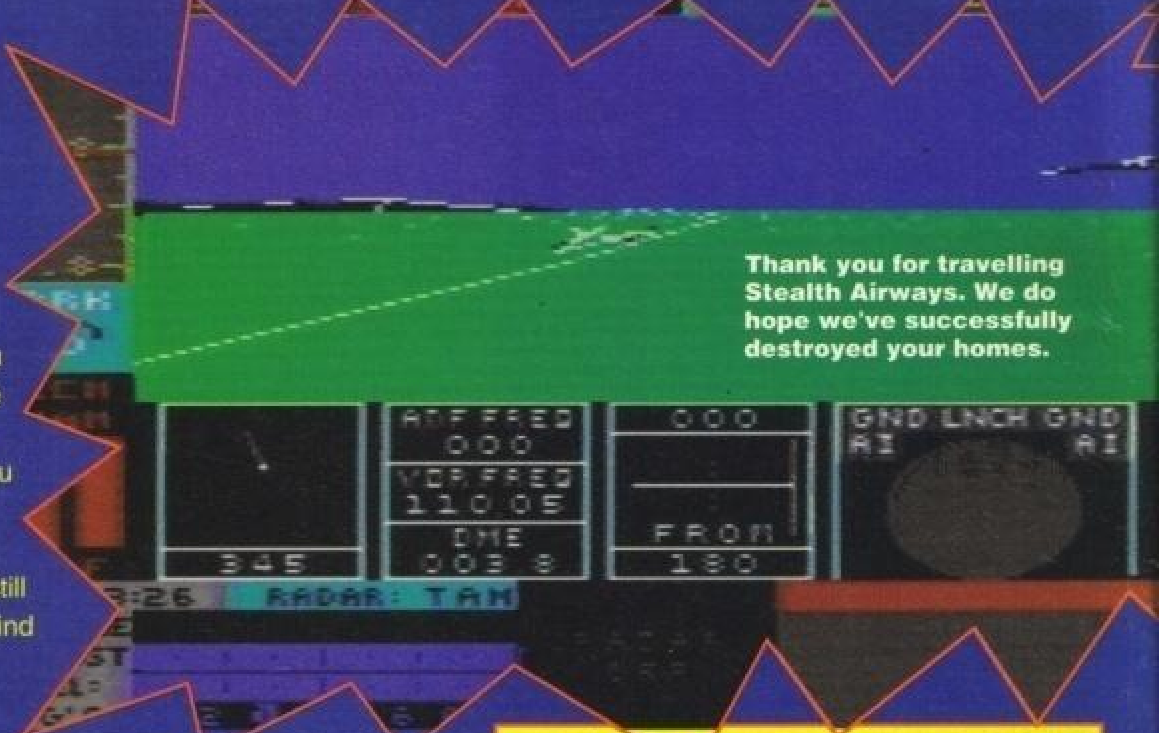
You might leave it on accidentally for the weekend while on holiday.

POWER RATING

60%

PROJECT STEALTH

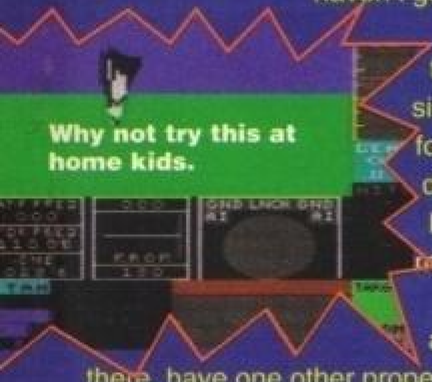
Simon Forrester thinks he's a Stealth bomber, but then they did have a very odd careers officer in his village.



Thank you for travelling Stealth Airways. We do hope we've successfully destroyed your homes.

Stealth planes - the ultimate in sneaky. The beauty of a stealth plane is that it's undetectable by radar, even the pilot doesn't even know whether he's in the damned thing or not, and air traffic control are completely clueless (but if you've ever flown out of Greece, that won't be much of a new concept). So when Hutch told me I was going to fly one, I kept an extra special eye out for several tonnes of nothing landing in the car park.

First things first, I'm not going to sit here and tell you what a flight sim is, because we haven't got much space. Suffice to say that this particular flight sim is a very straightforward 'fly round and destroy lots of stuff' kind of thang. So much for the plot.



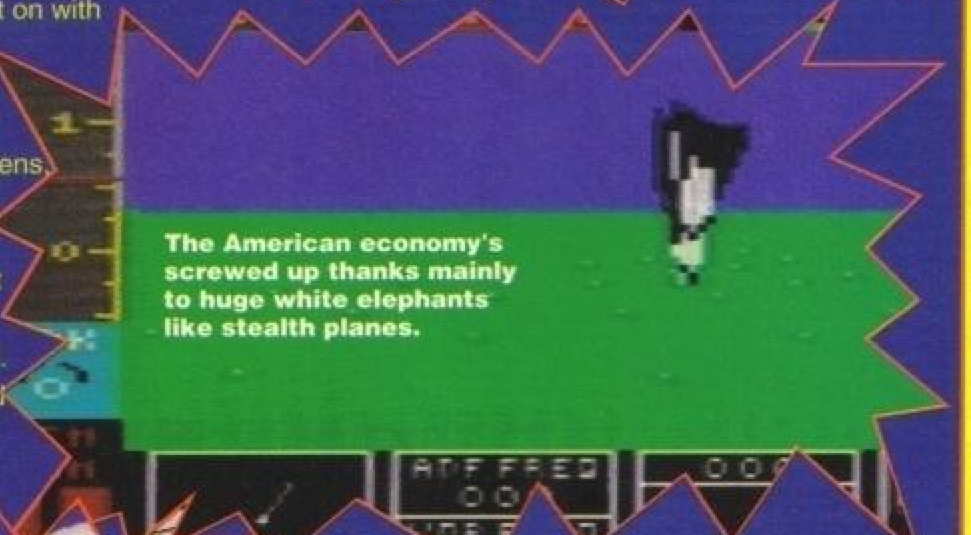
Why not try this at home kids.

Stealth bombers, as well as not being there, have one other property. They are laden down with huge amounts of weaponry. Therefore, this is a military flight sim, as opposed to Airbus, which is a dull you-don't-get-to-shoot-anybody affair.

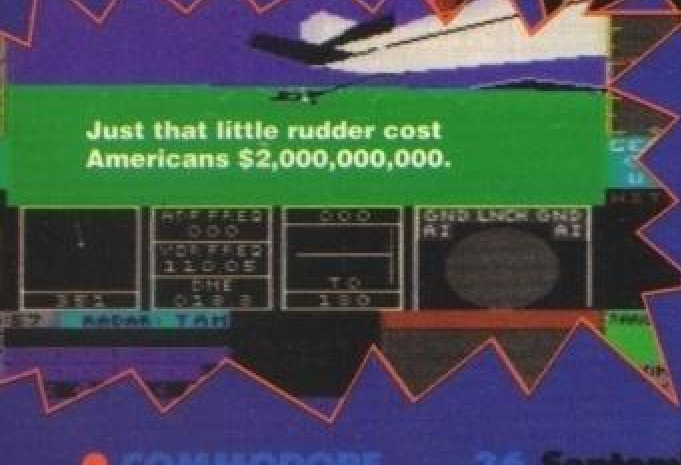
Anyway – I'd better get on with the game, really, and attempt to get on with a notoriously difficult control system. Stealth, as it happens, is one of the easier games in the 'my God, it's full of keys' stakes, but you won't find a flight sim which is wonderfully easy to control.

What more can be said about a flight sim? It simulates you flying – I'm sure you can imagine the rest for yourself. You fly around shooting things that still manage to find you even though they've no idea you're there in the first place. Sorry, but after the main feature, I'm getting a sick of flight sims. It's a good game, but I'm not sure I want to talk about flight sims any more for at least a couple of months. CF

If you look closely you can make out the pilot.



The American economy's screwed up thanks mainly to huge white elephants like stealth planes.



Just that little rudder cost Americans $2,000,000,000.

CF VITAL STATISTIX

GAME......................PROJECT STEALTH
PUBLISHER....................MICROPROSE
CONTACT NUMBER.......0666 504326
PRICE.....................................£3.99
AVAILABLE.........................OUT NOW
OTHER INFO...TAPE ONLY, MULTILOAD

PROJECT STEALTH

1 2 3 4 5 6 7 8 9 10

GRAPHICS

It moves well enough, and you can tell what's going on quite clearly.

CONTROL SYSTEM

Loads of grunty, groany, growly effects and tolerable music, too.

IMPACT

The on-screen joystick prompts make swift gaming easy.

GAME LIFE

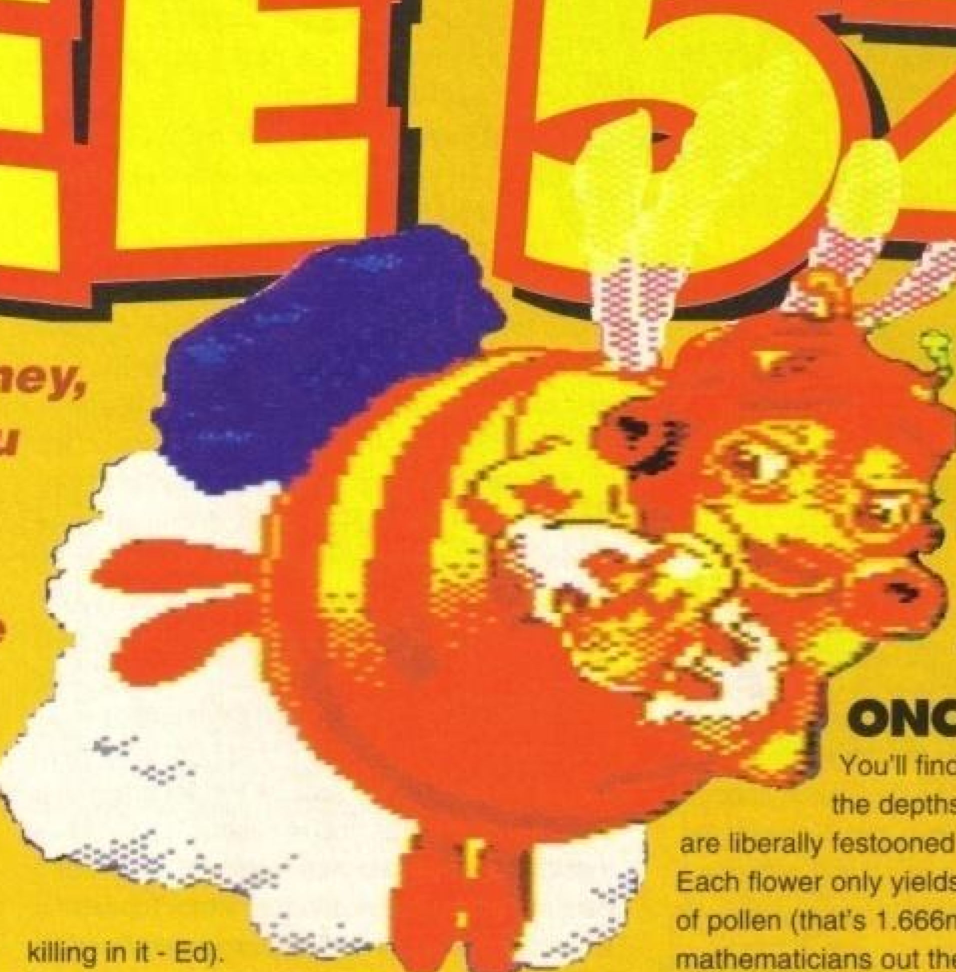
Start playing though and you'll keep going for a while– flight sims are fun!

POWER RATING

75%

BEE 52

Hold on to your hat honey, Clur's going to take you for a buzz around the block to see what's new in the realm of the bumble bee. Watch out, you might get stung!

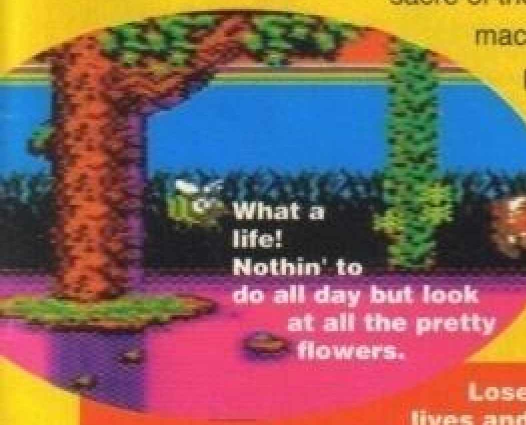


Talk about environmentally unfriendly! This game is more damaging to our natural wildlife than a nuclear power station! More insects hit the dust in one minute than in two hours of Reservoir Dogs, it's a massacre of the most macabre proportions! (We get it Clur, Bee 52 has an awful lot of killing in it - Ed).

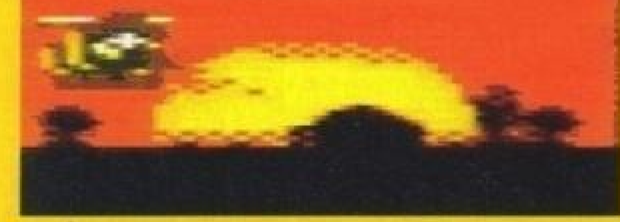
Yep… an awful lot of killing.

And although it sounds as if it should be a flight sim, Bee 52 is actually a horizontally scrolling shoot-'em-and-collect-'em-up about a bee with a serious attitude.

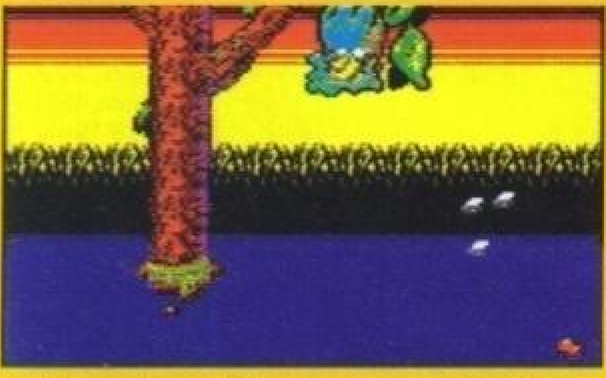
The bees run their own honey making business from the security of their hive; a line of work that keeps them quite nicely thank you. The problem is that nearly all of the honey bees have been incapacitated and the only one around to keep the pollen coming in is Bee 52; so our hero has to face the terrors of the outside world on his tod. Luckily he has the power of killer spit to blast baddies out of the sky. Unfortunately most of the evil gits that are shooting at him have evolved a slight immunity to bee spit so it takes a good many shots to knock 'em out of the sky. But I digress; killing the enemies isn't the point at all; collecting pollen to make the honey is and don't you forget it. But hey, if a rogue insect gets in your way, what's a bee supposed to do apart from shoot at it?



What a life! Nothin' to do all day but look at all the pretty flowers.



Lose off your lives and you're thrown out of the hive to fend for yourself. Reminds me of leaving home for the first time.



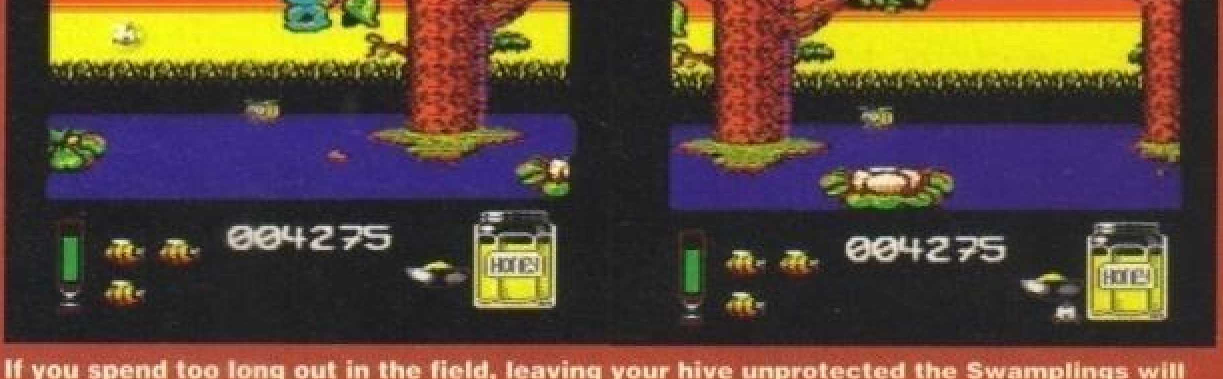
While you're collecting pollen you're safe from any enemies. Remember to pack plenty of plackie bags though.

ONCE BITTEN

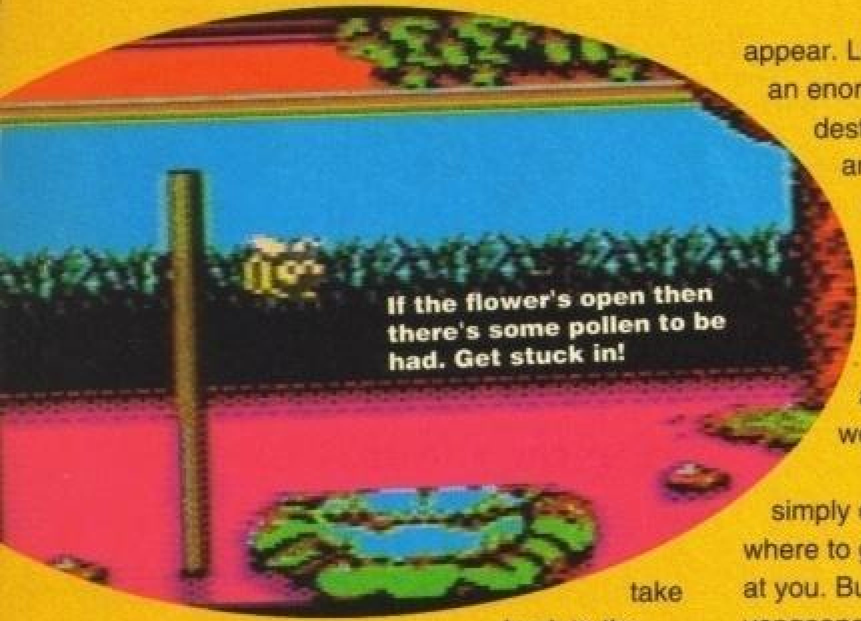
You'll find pollen tucked away in the depths of the open flowers that are liberally festooned all over the landscape. Each flower only yields a third of a teaspoonful of pollen (that's 1.666ml recurring to all the mathematicians out there), and once it's given that up it closes its petals round its stamen to stop you from getting any more. All of which means that you need to visit another flower to get more pollen. Then, when you've visited three flowers you'll have to head back to the hive to empty your spoon. Every spoonful of pollen you

Fill the pot, plonk a bit of bees wax in it, screw on the top and charge a fortune for it. The Harrods success story in full.

DO THE RIGHT THING



If you spend too long out in the field, leaving your hive unprotected the Swamplings will come. Swamplings are out to get the honey, they don't care who they steal it off, they will rape and pillage to get the treasured elixir of life. If they do manage to get in to the hive, the only way to get them out is to rush in and throw them out forcibly.



If the flower's open then there's some pollen to be had. Get stuck in!

take back to the hive is turned into honey to fill the jar at the bottom right of the screen. When the honey jar is full, the level is finished; it's as simple as that.

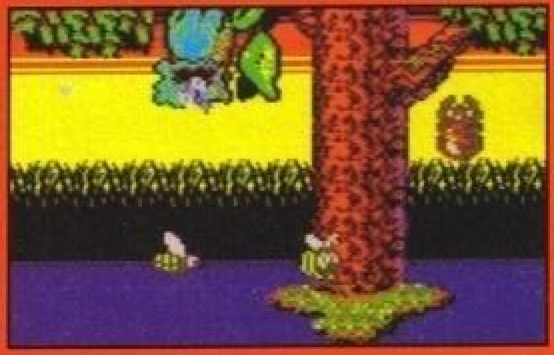
Well it would be simple if it wasn't for all the little buzzin' critters that have made it their mission to get in your way, in fact all the insects that you come across will try to debug you. Some of the insects though, as well as killing you with one touch are bonus bugs; shoot these and all sorts of goodies appear. Look out for smart bombs that act as an enormous squirt of insecticide, destroying all the baddies in sight and keep your eyes peeled for a rapid fire pick–up that gives your trigger finger a rest for a while. But the best goodie of all to find is the super–stinger; never before has a bee's bottom been listed as a deadly weapon.

The first of the five levels starts off simply enough, with big arrows telling you where to go and with very few baddies shooting at you. But the second level starts with a vengeance, as soon as you come out of your hive there's a big blue nasty waiting for you in the first flower. You need to blast him to get in for the nectar. Beware, though, because another will be back before long to take his place so you'd better get out of there quick. While you're loading up with pollen and for a few seconds afterwards you're invincible, watch out though because in common with those cheapo bin-liner coats that you buy at Alton Towers when it's raining, it won't last you very long.

Never before has a bee's bottom been listed as a deadly weapon

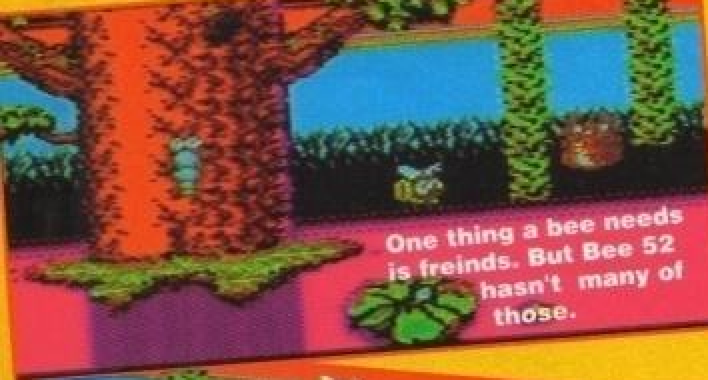
TIP OFF

Wasps stick to your tail like glue, slow down for a second and they'll have you wishing you'd not wasted your bombs on the blue nasties. The best way to dispose of a wasp is to drop a bomb. But if you haven't got any bombs the best way to deal with them is to fly like the wind until you've got at least half a screen between you and it then turn around and blast the little git to kingdom come.

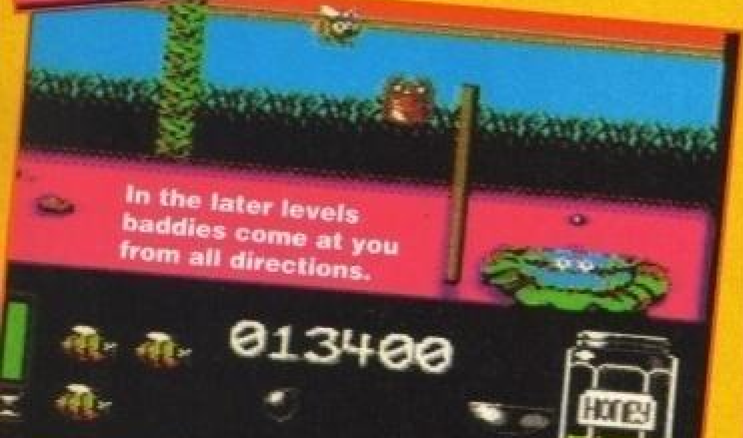


LAURA ASHLEY

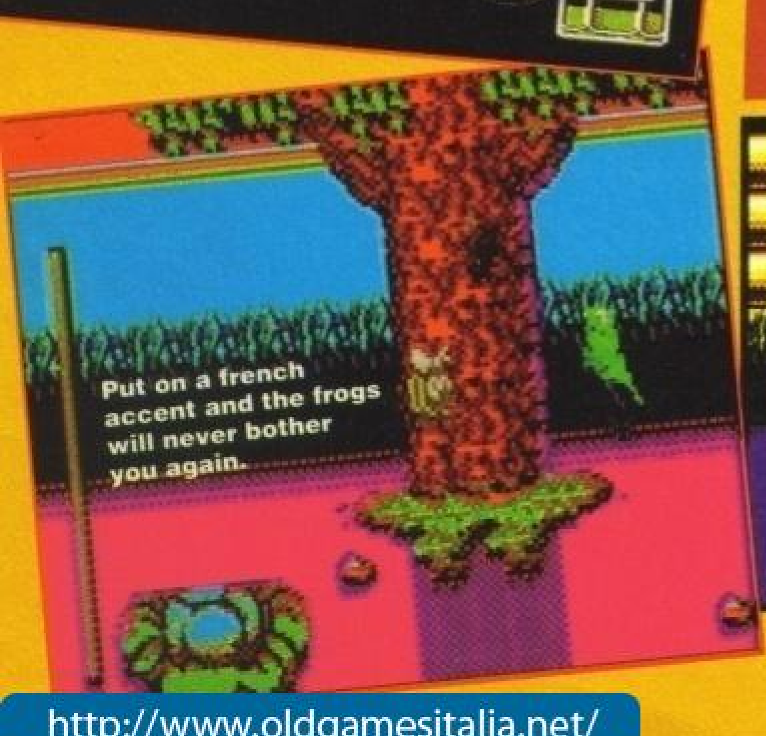
The thing about bees and flowers is that they're naturally very bright and colourful, so it's not too hard to get a good looking game from the flora and fauna concept. The only problem I had with the graphics was that I couldn't work out what some of the baddies were supposed to be, the brown blobs that zoom up and down the



One thing a bee needs is freinds. But Bee 52 hasn't many of those.



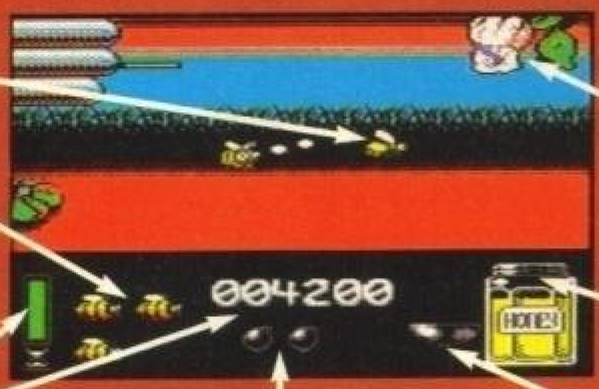
In the later levels baddies come at you from all directions.



Put on a french accent and the frogs will never bother you again.

BONUS BUG

I promised Dave I wouldn't do the "that's you that is" thing ever again. Ooops too late, what a pity Dave isn't here any more. See that bee, that's you that is!



Bonus Bug - Blast the bugs with the flashing tails and they drop bonus bubbles.

Lives - The number of bees represents the number of lives.

Timer - Run out of time on a level and you lose a life.

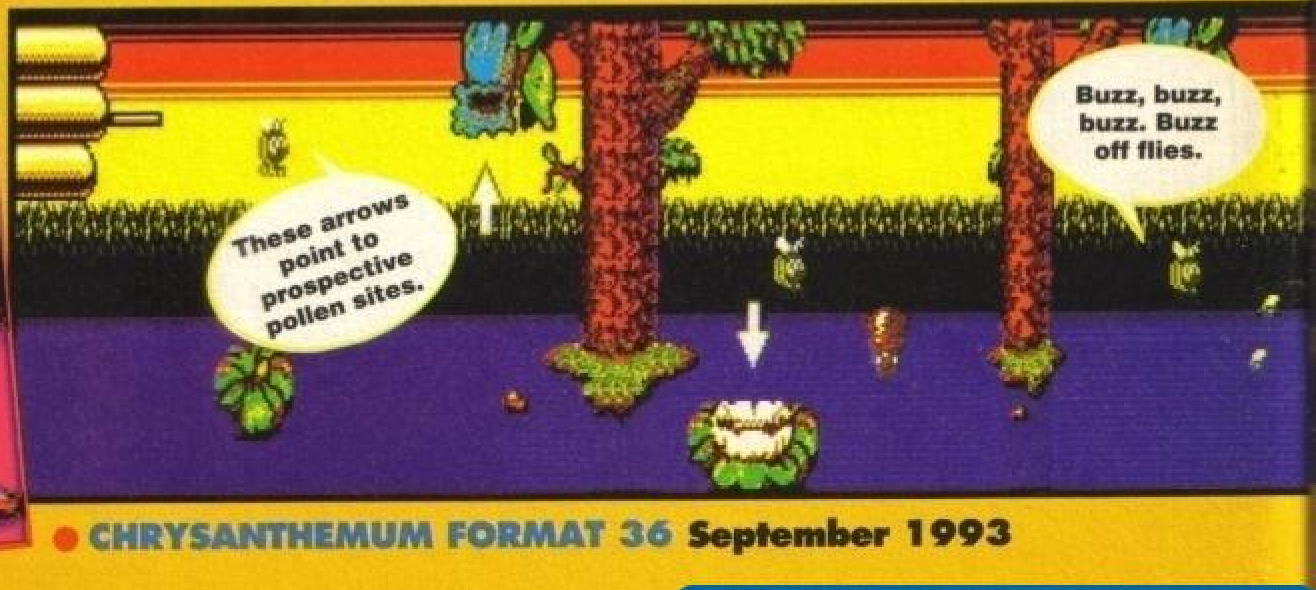
Score - Get a big enough score and you'll get your name ion the high score table.

Bombs - Activate a bomb by hitting B on the keyboard, it'll destroy all the baddies on screen.

Teaspoon - Once you've visited three flowers you have to empty your spoonfull of pollen back at the hive.

Flower - Although it's closed, blue meanies can still shoot at you from it.

Honey Jar -The jar starts half full, fill it with honey and you've completed the level.



These arrows point to prospective pollen sites.

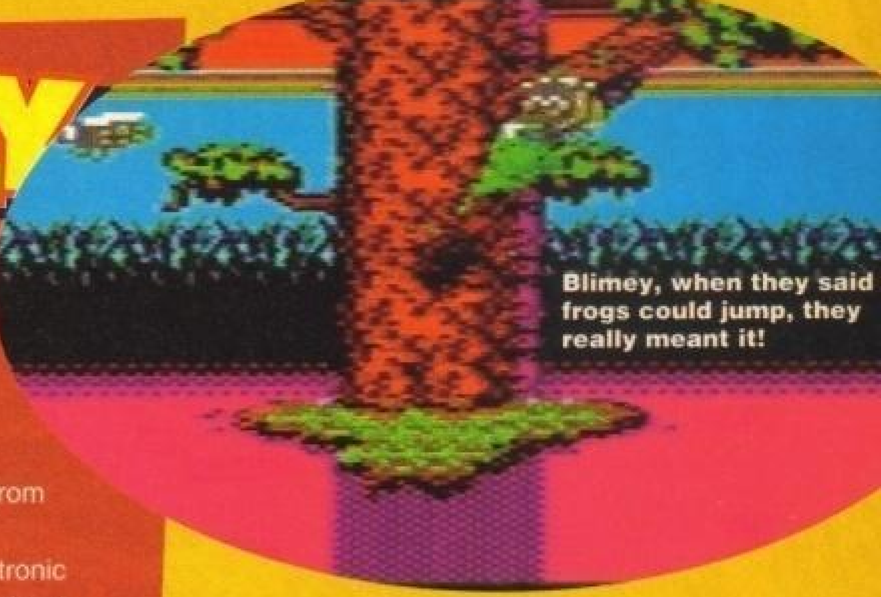
ALTERNATIVELY

Okay, so the world isn't exactly short of good horizontally scrolling shoot-'em-up, but how does Bee 52 compare with the classic shoot-'em-downs of all time? Personally I think it's darn tough to come close to the brilliance of St Dragon, that killer game from Storm; it's a serious wrist weakener. Like Bee 52 you take the part of an animal with an attitude, but this time it's a rock–hard lizard thing with an armour plated tail. Remember Batfink? ("My wings are like a shield of steel"); St Dragon protects himself with an extra tough body part too. You can get St Dragon from Kixx software or Amma mail order house.

Another classic horizontal blast 'em out of the skies game is Silkworm from Mastertronic (available from Wizard or on the EDOS system). This one has the edge for its two player option. One of you trundles along the ground in an all–terrain jeep style thing with a huge cannon sitting in the boot, and the other flies a chopper through the skies ready to attack any airborne enemies.

Of course I have to mention Armalyte. Without it where would shoot-'em-ups be? Unfortunately we can't find anywhere that stocks Andy Braybrook's masterpiece for sale. So if you find it in a car boot sale snap it up before anyone else can; it's truly fab.

Will Bee 52 be able to stand up to the competition then? Well, I think it might, simply because of the arcade adventure aspect that it throws in too. It's sort of a cross between the Dizzy adventures and a violent shoot-'em-up. Good luck to the Codies for daring to bee different. (Geddit bee? Auugh never mind.)



Blimey, when they said frogs could jump, they really meant it!

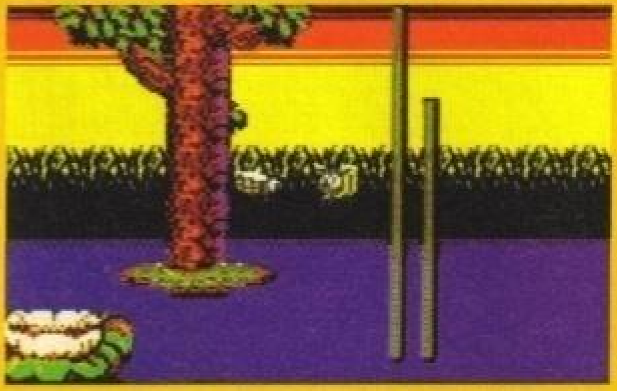
VITAL STATISTIX

GAME	PIRATES
PUBLISHER	KIXX XL
CONTACT NUMBER	021 625 3388
PRICE	£4.99/£7.99
AVAILABLE	OUT NOW
OTHER INFO	TAPE AND DISK VERSIONS

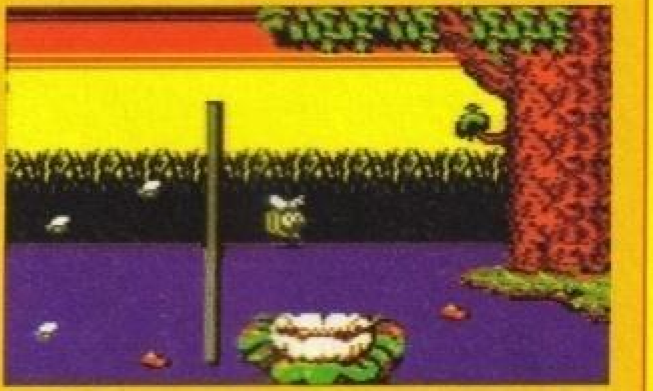
screen occasionally had me completely stumped. But eventually I came to the decision that it was much more fun to blast their brains out without worrying about what genus of insect they were. Shooting them out of the skies is a much more satisfying pursuit. (We're going to get tons of mail from hives of irate insect fans now. That'll certainly keep us buzzy. Thanks Clur! – Ed)

Not so satisfying is getting through a level, these look so alike that you don't get a feeling of progression. You just meet more baddies on your way through the garden, it might have been better if you could have found yourself in a different scenario. A pantry, buzzing around a country kitchen, or inside the hive?

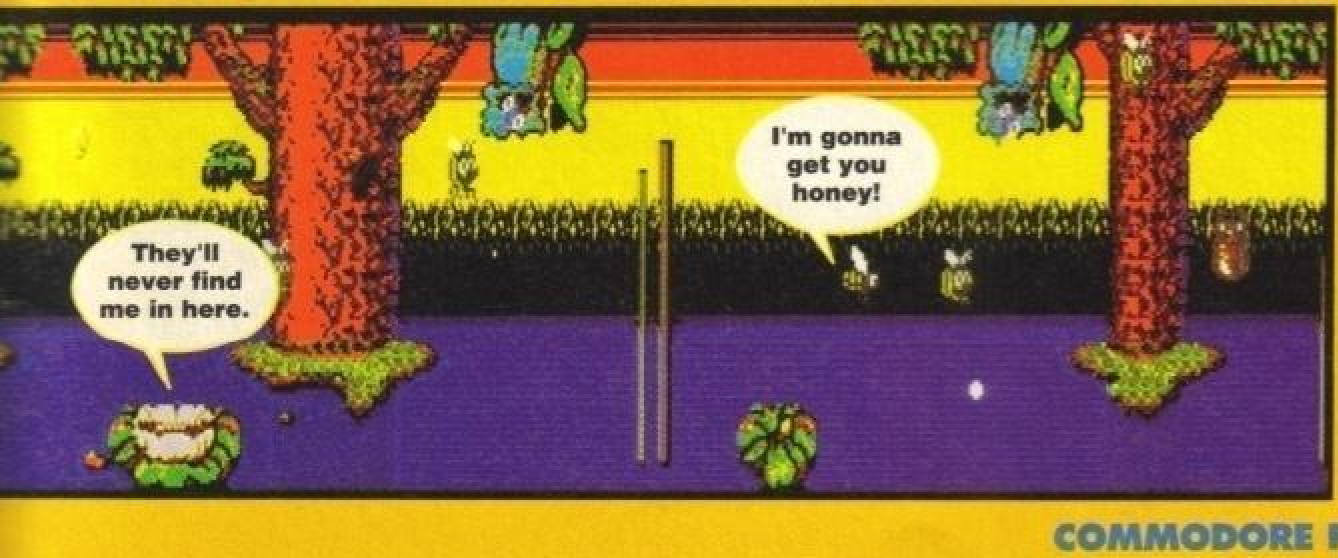
There are some great intro screens and an adorable animation between levels that would make even the toughest of hard nuts go "ahhh, isn't that sweeeet!" (I'll bet you twenty quid that I would not do anything of the sort – Ed). Huh, ignore him. Anyway, there just isn't enough to give Bee 52 the edge, a bit more gameplay is what's needed. Come on lads just a little bit more effort and you could have had a real flower–power corker.



The end of the line. Nowhere to run to, nowhere to hide. Time to use that smart bomb methinx.



I hate summer, all the blasted gnats get in your hairdo, walk all over your ice cream and get stuck in your eye. Bah!



BEE 52

1 2 3 4 5 6 7 8 9 10

GRAPHICS

You can't help but be bright with a bee as a star.

SOUND

No music and an annoying buzzing noise interspersed with bleeps.

IMPACT

It looks great and the first levels a piece of cake.

GAME LIFE

There's nothing there to keep you coming back.

POWER RATING

81%

NEXT MONTH

If you're anything like the average C64 user then you probably use your 64 primarily for playing games on. Now, if this much is true about you then it's also a fair guess to say that you were going to use it for tons of 'serious' tasks when you bought it. What happens is that you convince yourself to type your address book into a database, your household bills into a spreadsheet and your letters into a word processor, but get as far as loading the program and giving up. Next munf we aim to show you just how easy it all really is, when we start a series based around the excellent Mini Office 2 suite of programs. Get those typing fingers ready.

On the game front we've got the full and utterly exclusive review of Virgin's ace platform shoot–'em–up, Alien^3. Check out Clur's humungous three page review of the hottest licence to hit the 64 since George Lucas made good movies.

LOST IN FRANCE IN LOVE

Dear *Commodore Format*,

The cruise ended and I decided it was time to see a bit of France again. Instead of flying though, I've bought a knackered old Citreon 2CV, complete with authentic French dents. It's only got 150,000 miles on the clock and goes like a beauty. If only at 20mph.

Now I'm not a great lover of motorways (or autoroutes if you must) and so I decided to hit the back roads. It was great, I rolled back the roof, eased back into the seat and chugged along. Then I hit the haystack. It wasn't my fault; it came out of nowhere and rammed the front of my car.

Fortunately, the farmer who owned the runaway haystack towed me to the nearest garage. The propietor, a Monseiur Garramond, wandered around the car, kicked the tyres, lit a Galloise, scratched his head a bit and then intimated that it'd set back at least 'Un Cheveux' which I took to mean 50 francs.

Deciding that the I'd best leave Garramond to it, I strolled down to the village's inn and booked a room for the night. It led to one of the most extraordinary events of my life.

Cheers Roger

CF SHARES OFFER!

Forget BT3 here's a limited edition offer that you can't afford to miss. *CF*36 will be on sale on 24th August 1993, but you can get a special 'Mag-Save' option on this limited edition*. Just fill out this form and hand it to your newsagent and they'll stash a copy away for you. And won't have to suffer any dreadfully unfunny *Inspector Morse* pastiches ever again.

MAG*SAVE

Hey Newsagent dude/babe (Sir/Ma'am), Like, save me one of those righteous (rather good) *CF*s (*Commodore Format*s) man. *CF*36 (the September issue) is happening (goes on sale) real soon (on the 24th of August). Excellent (Thank you very much).

MY NAME ____________________

MY ADDRESS ____________________

____

____

STARS IN THEIR MINDS

We couldn't get Patric Walker, Justin Toper was unavailable and Russell Grant's a bit too sad for our taste, but we did manage to get Marie Madeline, to be the *Commodore Format* astrologer. Here are her opinions on the CF possé:

HUTCH (18TH OCTOBER) LIBRA

Having analysed Hutch's chart I can tell you that he's a tremendously up and down sort of guy; taking ages to make up his mind. He's ruled by the planet Venus (that's lurve in case you didn't know) which means he's a bit of a flirt. Looking into the future I can see a group of German tourists getting very annoyed with him for his John Cleese (don't mention the war) impression.

OLLIE (2ND DECEMBER) SAGITARIUS

Ollie's got some interesting juxtapositions in his chart. He seems to have been hugely influenced by music, particularly that occuring in the late '70s and he seems to be fond of applying soap to his hair. In his future I can see an embarrassing incident in a bread shop when he mistakes a cob for a split tin loaf.

SIMON (3RD DECEMBER) SAGITARIUS

The occurence of Ollie's and Simon's birthdays so close is an interesting cosmic connundrum. It leads me to believe that they have the same taste in savoury crisps, Prawn Cocktail unless I'm most mistaken. In Simon's future I can see a stranger passing him in the street and mistaking him for Vanilla Ice.

CLUR (1ST JANUARY) CAPRICORN

Must be something of drag only getting one set of presents. But I digress, Neptune is a major influence on this sign which means you have a weakness for all things cute and fluffy, especially cats. In the future I see a French fisherman called Barry choosing a tasteful bracelet for you at a French country market.

LISA (23RD SEPTEMBER) LIBRA

Like Hutch, Lisa is a bit of a flirt, being ruled by Venus. She has a passion for shopping which is odd as she doesn't have a lot of dosh. She enjoys fine clothes, fine beer and fine twine. In her future I see a handsome man joining her for drinks on the veranda of the Madame Bovary Tanning Salon and then rushing off to meet his doting wife at the local Waitrose.

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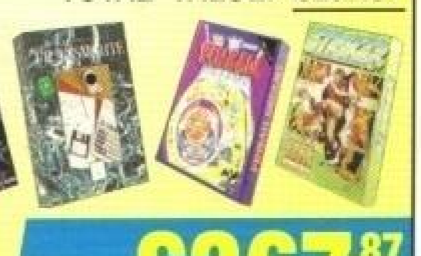

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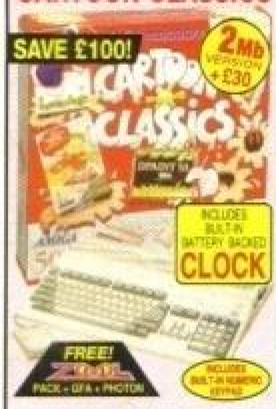
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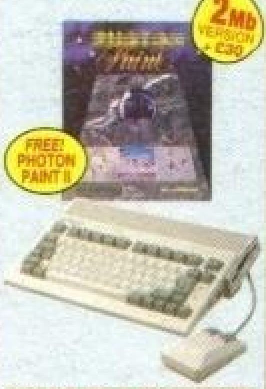

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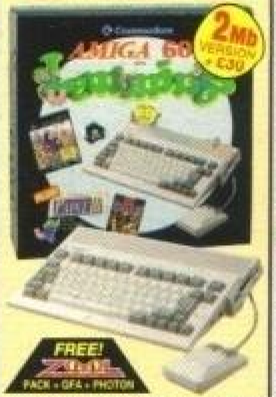

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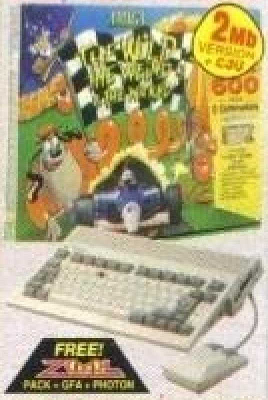

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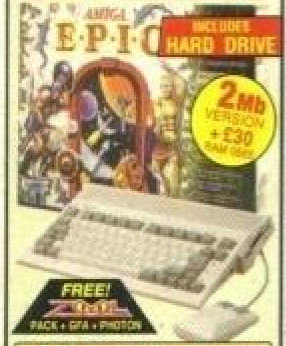

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AMIGA 1200
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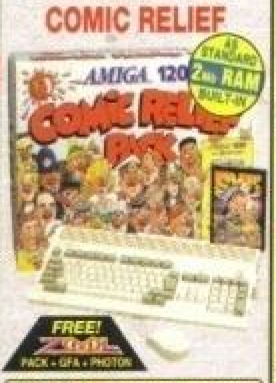

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AMIGA 1200
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+ HARD DISK

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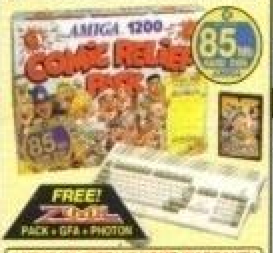

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AMIGA 1500
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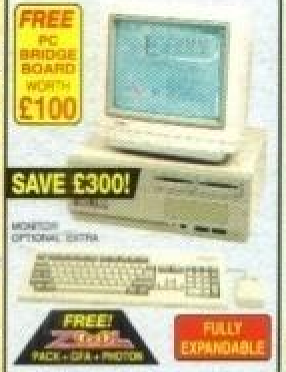
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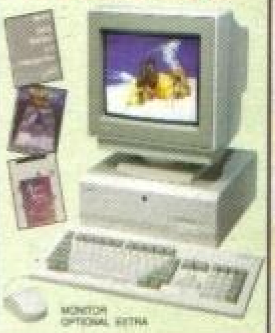
AMIGA 4000
SPECIFICATIONS



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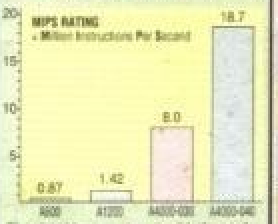

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AMIGA 4000
CONFIGURATIONS

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25MHz 68040

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